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Archie
COMICS

SEGA

ISSUE **7**

SONIC

SUPER SPECIAL

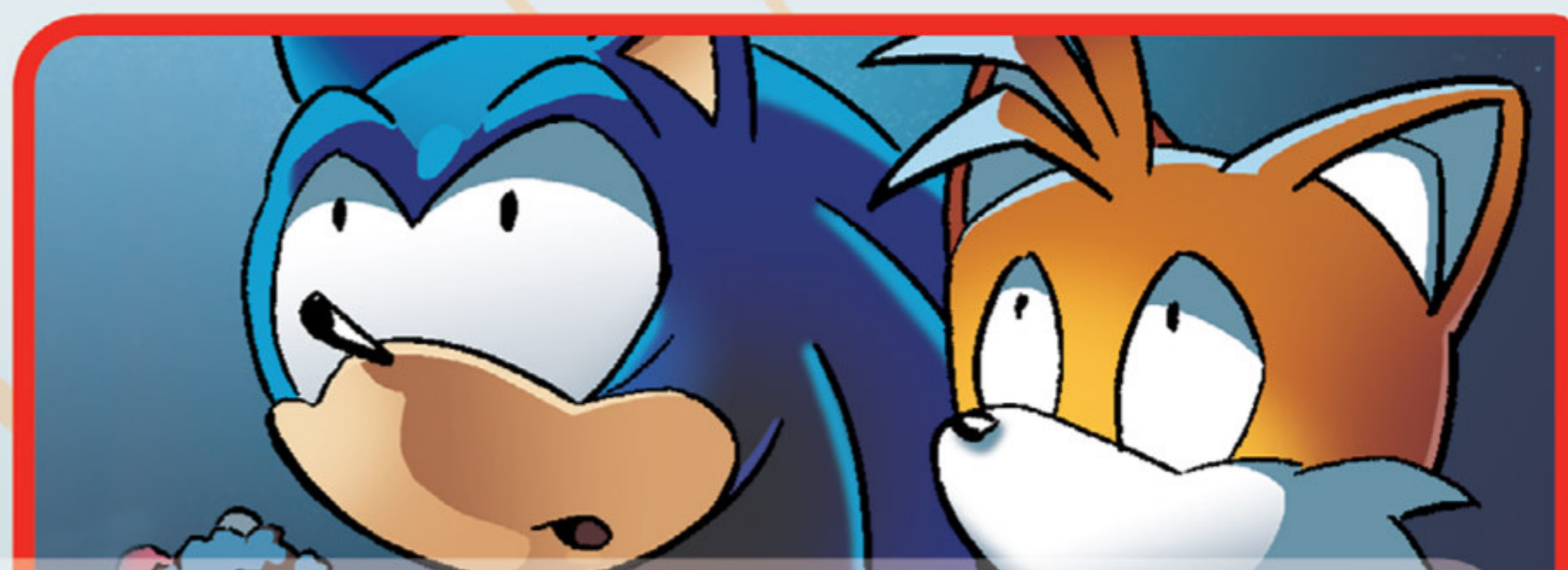
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WITH NEVER BEFORE
SEEN ART!



20 years of
SONIC COMICS

SONIC SUPER SPECIAL

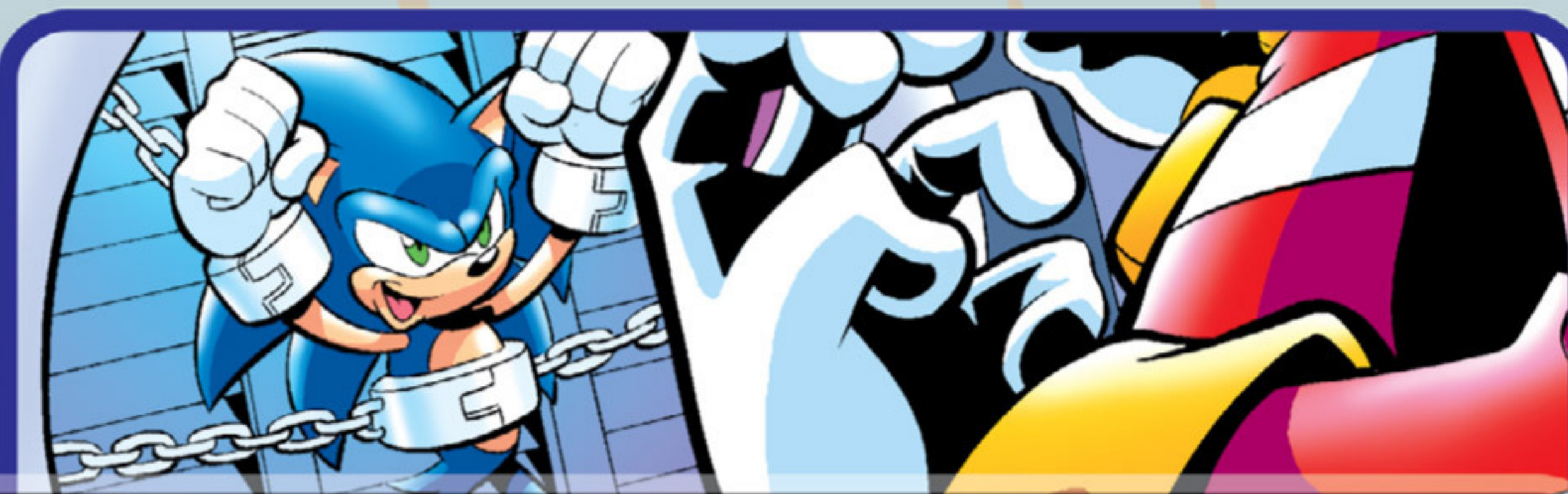
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SONIC GENERATIONS

It's Sonic's birthday and it's time to party! But when a new mysterious enemy appears out of nowhere and crashes the bash, the party is just getting started!



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UNBURYING THE HATCHET

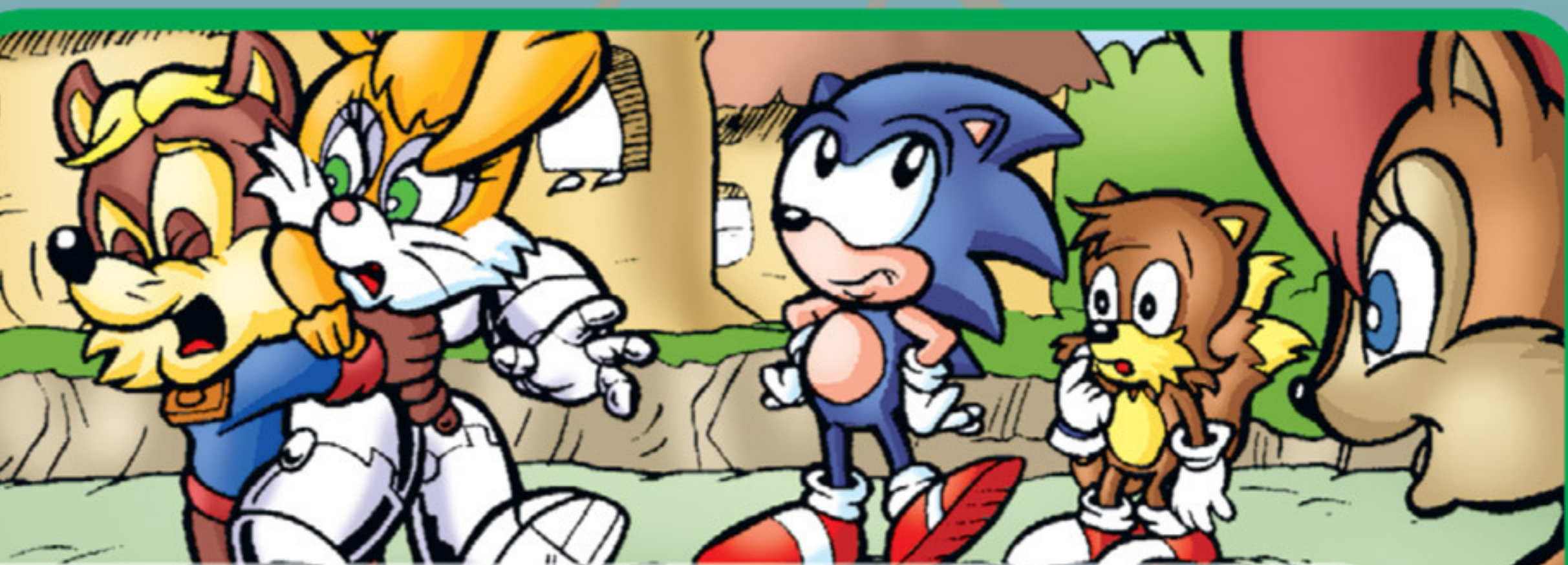
Robotnik unleashes the fury of a mecha-plant within the great forest, and Sonic must get to the root of the problem to stop him once and for all!



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UNCLE CHUCK'S TREASURE

The Freedom Fighters find an old map belonging to Uncle Chuck, and it just may hold the key to defeating Robotnik forever!



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STEEL-BELTED SALLY

The Freedom Fighters' worst nightmare is realized: Sally is roboticized! With a plan gone horribly wrong and Dr. Robotnik using the princess against her team, can anybody end the madness?

COMICS

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SONIC COMIC INKER EXTRAORDINAIRE!



SONIC SUPER SPECIAL

ISSUE **7**

June 2013

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SONIC GRAMS PRESENTS



HEY KIDS!

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IN VIA E-MAIL: SONIC@ARCHIECOMICS.COM

LETTERS

Greetings once again, Sonic fans and new readers alike! This is your ever-excited-editorial-escort here to tell you about the special issue of "Sonic Super Special" you're holding in your hands at this very moment! The Sonic comic books are celebrating 20 years of publishing greatness this year, and this issue is party central for Sonic and his buds! Check out some of the coolest stories from the long history of this way-past-cool comic, scope out some never-before-reprinted exclusives, and all the awesome bonus features, news and art that you've come to expect from the Sonic Super Special! We especially want to take this opportunity to thank you, the fans, for all the love and support over these 20 years, and cheers to many more years of Sonic greatness to come!

Dear 'Super Special Delivery',

My name's Ikem and I'm 12.

Welcome Ikem!

Oh and I bet The Sonic and Mega Man crossover will be AWESOME! :D

You bet your chili dogs it will be!

But my dad says he may not subscribe to Mega Man. :(

Well, you should definitely let your dad know that the crossover awesomeness BEGINS in Mega Man #24. You don't want to miss

every glorious second of world-collision, especially since this is the HISTORY-MAKING story that pits video game legends Sonic the Hedgehog and Mega Man together for the first time ANYWHERE!

Anyway, to the questions.

1. Will Antoine be okay?

NOT AS OK AS SONIC/MEGA MAN: WORLDS COLLIDE! < ahem >, sorry about that. Had a little shameless plug in my throat. Anyway, to read about Antoine's fate make sure you pick up Sonic Universe #50, where Metal Sonic's attack may have had

SUPER SPECIAL DELIVERY

more of an effect than anyone realized! As for the future of Antoine, check back after the crossover for plenty more answers.

2. How are a Power Gem and a Chaos Emerald different?

They are very similar magical items, used at times for similar purpose. The Power Gems are used to increase overall power and strength, but have sometimes been used to alter other physical properties like size and shape. Chaos Emeralds are used more specifically as a power source, like a battery. The gems are more of a quick jolt.

One thing, can I get the Sonic Universe foil over in my subscription?

If you want the foil cover to Sonic Universe #50, it's available at a comic shop near you! Subscribers still get the full issue, which includes a special bonus re-presentation of selections from Sonic the Hedgehog #25!

Keep running blue blur!
Ikem M.

sent to Sonic@ArchieComics.com

You got it, Ikem! Thanks for the great letter!

Dear 'Super Special Delivery',
Hi Archie comics! This is Hannah, your #1 fangirl! I'll say some other awesome things about you. Well first off, I love your comics! Once I start one I can't put it down! I've always wanted to meet Tracy Yardley because I love drawing! (Mostly Sonic and friends), and Sonic the Hedgehog is my #1, all the way, 100%, no doubt about it obsession. I can't wait to see what happens next in the wonderful world of Mobotropolis!

Thanks for readin'!

Hannah

sent to Sonic@ArchieComics.com

Thanks for the kind words, Hannah!

Dear 'Super Special Delivery',
Hello there!

Hello there yourself!

My name is Bobby H., and I've been a reader of the book since issue 149.

THAT is a long time! And hey, if you ever wanna take a stroll down Sonic comic memory lane you can download the Sonic Comics App to your mobile device and read EVERY ISSUE in the series! plugplugplug

Since then, I've been fortunate enough to have read every comic (thanks to Sonic Archives! shameless plug #1)...

plugplugplugplug

...and besides about a dozen back-issues of Sonic the Hedgehog between #1 and #46, I have collected every mini-series, spin-off, super special, one-shot special, free comic book day special, magazine comic, graphic novel and variant cover! (I know this sounds braggy, but hey, I have to brag about something :)).

Brag away!

While I could go on and on about what I've loved about the comic for the past 8 years, I'll just get straight to the point and ask "for the usual!" (I've been waiting to say that!)

Can I just say, I love this letter!

1.) Will the events of the Worlds Collide story take place in the comic universe for both Mega Man and Sonic? And if so, will it have a lasting effect on the Sonic and Sonic Universe titles? (i.e. the Death Egg Mk.II being destroyed during the arc, or something with that large of a lasting impact)

It WILL have lasting effects, but I would be spoiling too much to tell you HOW or WHY. Trust me, some of those who participate in the crossover event will be reeling from this crossover for years -- maybe forever!

SUPER SHOUT-OUTS

"WHO IS THE TRAITOR??!"

~Courtney E.

sent to Sonic@ArchieComics.com

"Cant't wait for the crossover!!!"

~ Billy K.

sent to Sonic@ArchieComics.com

"Welcome aboard, Lamar Wells !! The cover for STH 247 rocks !!!"

~ Catherine B.

sent to Sonic@ArchieComics.com

"I just love the sonic comics!!!"

~ Kaylynn lee M.

sent to Sonic@ArchieComics.com

"I love reading Sonic Super Special and Sonic Super Digest! They're so much fun to read."

~ William N.

sent to Sonic@ArchieComics.com

"I just wanted to say thanks for all your super cool comics! Everytime I read them, my mind gets blown away!"

~ Gabriel G.

sent to Sonic@ArchieComics.com



SONIC SUPER SPECIAL™

SONIC GRAMS PRESENTS LETTERS

2.) I absolutely love Lamar Wells' artwork! I'm sure I'm not alone when I say that I would love to see him draw the interior pages of a Sonic the Hedgehog issue in the future!

Lamar is awesome! And he drew the cover for this very issue! (inked by the ever-awesome Gary Martin and colored by the Sonic Comic universe-master Matt Herms). Get ready to see tons more of Lamar as the series progresses!

3.) The Endangered Species arc was quite devastating to the Chaotix and the echidna population (and was very well-written and illustrated!). I was wondering if Dr. Finitevus was one of the casualties, and if we will ever get to see what he had in store for Scourge and the Destructix? (I would love to see a Sonic Universe arc revolving around Finitevus!)

The evil doctor's location is unknown at this time, all we DO know is that Thrash broke into Finny's lair and jacked his warp ring tech! And, incidentally, for more Fiitevus and Scourge action, check out Sonic Universe vol3 GN and the "Scourge: Lockdown" storyarc from Sonic Universe! plugplugplugplug

4.) Mephiles and Iblis were both included in the Sonic Comic Encyclopedia (available now! shameless plug #2); does that mean we will see the two of them anytime in the near future?

maaaaaayyybbee...

5.) I'm a fan of Dr. Eggman Nega, and have noticed that he hasn't been mentioned in the book for quite some time. Will we eventually get to see what's happening with the Nega War? (maybe with a Sonic Universe arc revolving around around Zonic and Dr. Nega?)

maaaaaayyyyyybbbbbeee...

6.) I was ecstatic to see Orbot and Cubot finally introduced! It was time, in my opinion, to temporarily (or indefinitely) replace Snively by those two (the Scrambled arc was so awesome!)

I LOVE Orbot and Cubot, and yes -- poor Snively got it pretty bad in "Scrambled"! Orbot and Cubot have some of the funniest scenes in the upcoming "Worlds Collide" storyline!

7.) I know that the Black Arms are at war with the Xorda, but will we eventually see them invade Mobius, perhaps in a loose adaptation of the Shadow the Hedgehog game? (similar to how the Tails Adventure was handled)

We would love to explore all of those things, and we're talking "Black Arms" at the moment as a real possibility. One thing is also for certain -- Mephiles is one of the fan favorites we cannot wait to use!

Thanks so much for everything for the past 8 years! The comic book has been something that has helped me through each and every day, and I am thrilled that the book has reached its 250th milestone issue! Please tell Ian Flynn, Tracy Yardley, Matt Herms, Ben Bates, Jon Gray, Steven Butler, Patrick Spaziante, Evan Stanley, Lamar Wells, Jamal Peppers, and everyone else involved to keep up the great work! I've always loved the comic, but the quality is, by far, the best it has ever been! I will always read, collect and love all Sonic comics for as long as I live (even after it is cancelled, which is hopefully never!) Oh...and might I be considered for Dr. Finitevus' #1 fan, or is that place already

been taken?

Thanks for reading and answering my questions, and keep up the great work!

**Sincerely, Bobby H. (Dr. Finitevus' #1 fan)
sent to Sonic@ArchieComics.com**

P.S...I included some of the artwork I drew (the Sonic and Silver I did free-hand without a picture as a reference, where the other I did use a reference for). I hope to eventually work on the comics, although I know I have quite a long way to go before I'm good enough to actually achieve that dream (I'll keep practicing and trying to improve, however). I hope you guys like it!

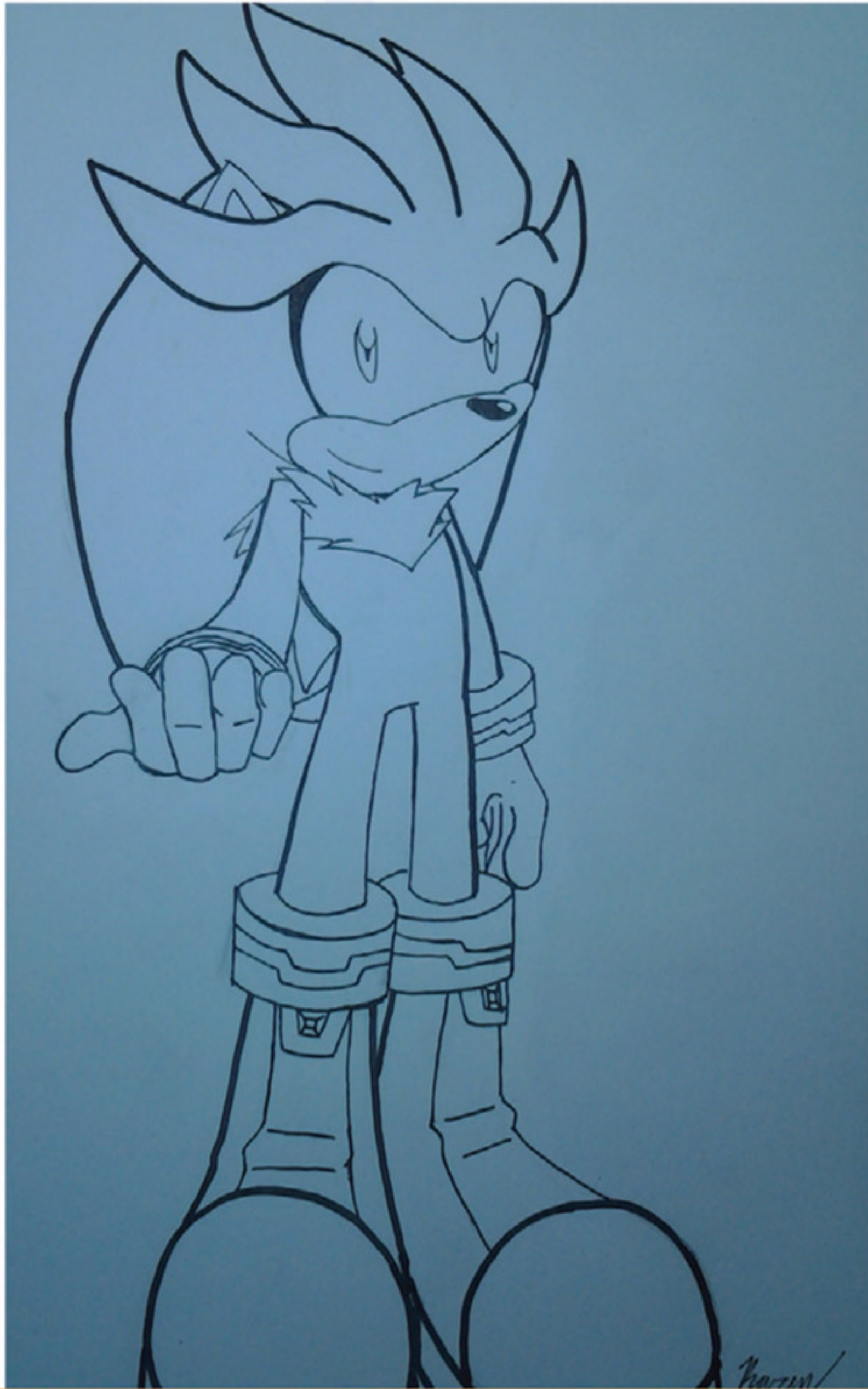
You got it, Bobby -- and thanks for the letter! Check the next page to see Bobby's awesome fan art!

That's all for this exciting installment of Sonic Super Special letters -- we'll see you back here next time for the Sonic Sticker Spectacular! Don't miss it! ■

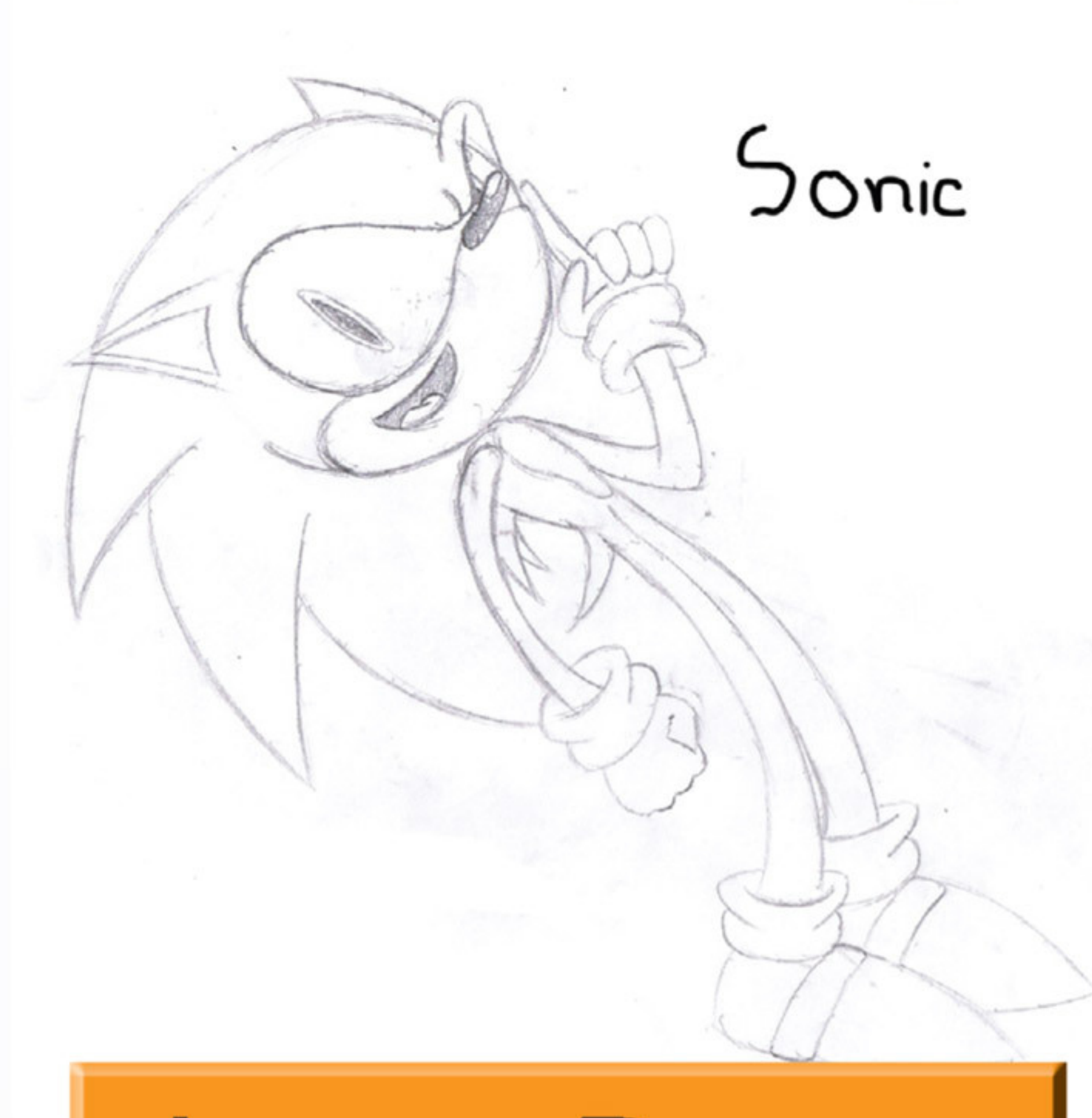


SUPER SPECIAL DELIVERY

FAN ART



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Logan B. sent to
Sonic@ArchieComics.com



Joshua R. sent to
Sonic@ArchieComics.com



Kyle A. sent to
Sonic@ArchieComics.com

SEE, WE
TOLD YOU!



Bobby H. sent to
Sonic@ArchieComics.com

SONIC SUPER SPECIAL

NEWS FLASH

HEDGEHOG HISTORY

A SPECIAL LOOK BACK AT TWENTY YEARS
OF SONIC THE HEDGEHOG COMICS!

20
years of
SONIC COMICS



Can you believe we've been enjoying Sonic the Hedgehog comics for twenty years now? Fans know nothing can stop the Blue Blur, and this proves it! But how did our number one hedgehog get going, and where is he heading?

It all began back in 1993. SEGA had just come out with their run-away hit videogame series, Sonic the Hedgehog, and it couldn't be contained by one medium. Two cartoons were aired: the wacky "Adventures of Sonic the Hedgehog" and plot-driven "Sonic the Hedgehog". To top it all off, Archie Comics was given the chance to do the tie-in comic.

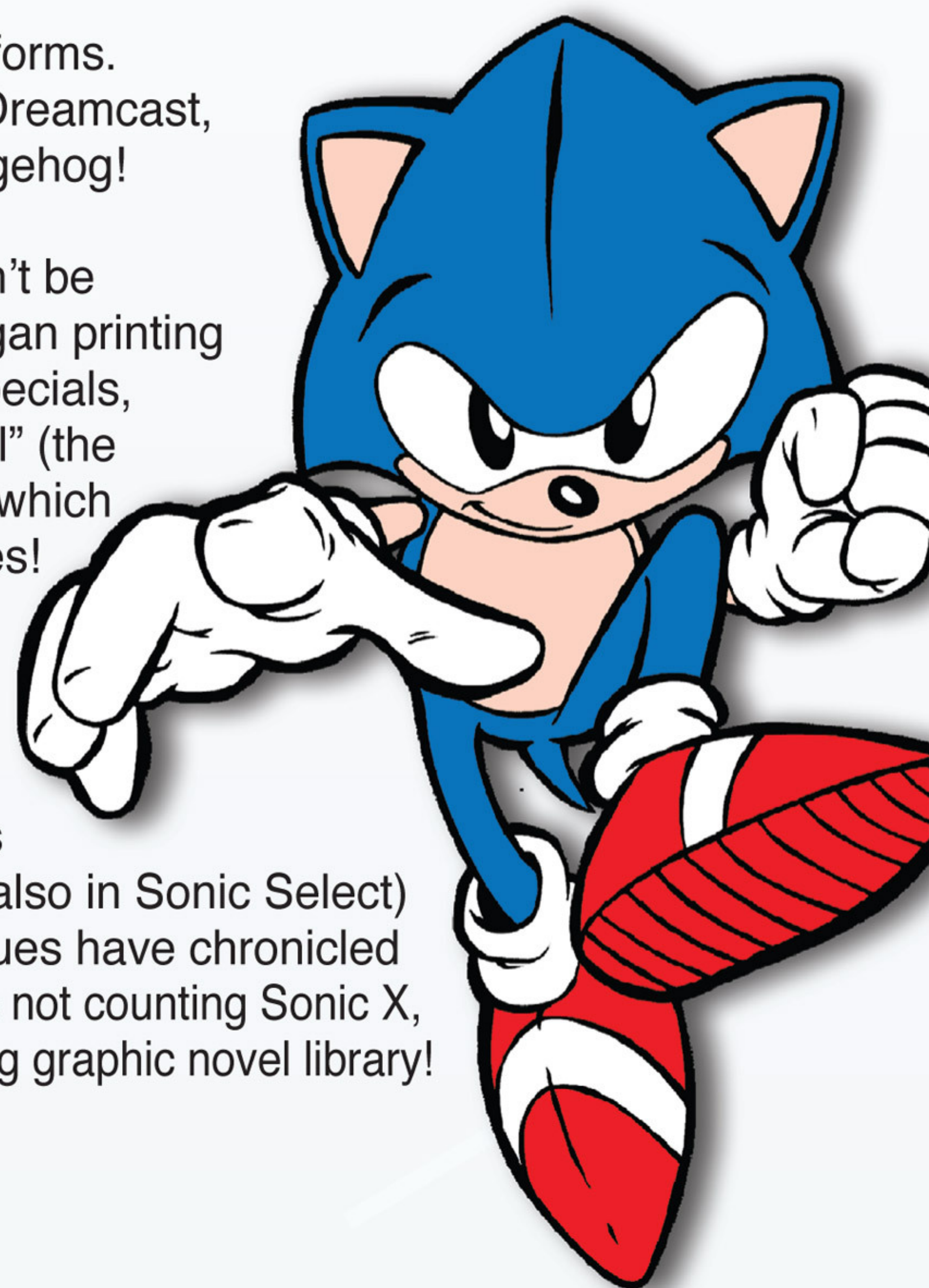
The comic took the best of three worlds, folding in elements from all versions of Sonic. Readers were delighted as Sonic sought out the Chaos Emeralds of the games, dodging the S6 Squad of

Adventures of Sonic the Hedgehog and aided by the Freedom Fighters of Sonic the Hedgehog.

As the cartoons came to an end, the characters lived on in their comic forms. Sonic disappeared from the videogame scene as SEGA prepared the Dreamcast, but he kept on running in the comics. There's just no stopping the hedgehog!



It should be no surprise that Sonic couldn't be contained by one book, either. Archie began printing quarterly forty-eight page Sonic comic specials, eventually titled the "Sonic Super Special" (the name this magazine's title is based on), which ran for a staggering twenty-three releases! You can find these specials collected in the Sonic Select graphic novel series. Years later, the new on-going spin-off, Sonic Universe, told more stories about Knuckles and others from Sonic's world – and beyond! Five mini-series (also in Sonic Select) and nearly two hundred fifty regular issues have chronicled our Sonic comic adventures. And that's not counting Sonic X, Free Comic Book Day, or the ever-growing graphic novel library!



DID YOU KNOW...

The Freedom Fighters started as a band of young and talented children hidden in the secret village of Knothole. They were inspired by the Original Freedom Fighters and carried on in their stead. Their early adventures were like grand games, despite being perilous at times.

So what has Sonic done in those hundreds of comics for twenty years? **TONS!** First he helped lead the Freedom Fighters in all sorts of adventures while working to overthrow Dr. Robotnik. With Sonic's speed and heroism, the First Robotnik War ended and his friends reclaimed Old Mobotropolis.

But there's always evil in the world, and soon the vile wizard Ixis Naugus tried to take the kingdom for his own. Sonic and Tails chased him across the world and sent him packing, and while they were distracted, Dr. Robotnik staged his return – this time as Dr. Eggman! And so began the Second Robotnik War. Things got ugly in the battle, with Old Mobotropolis being lost to both sides.

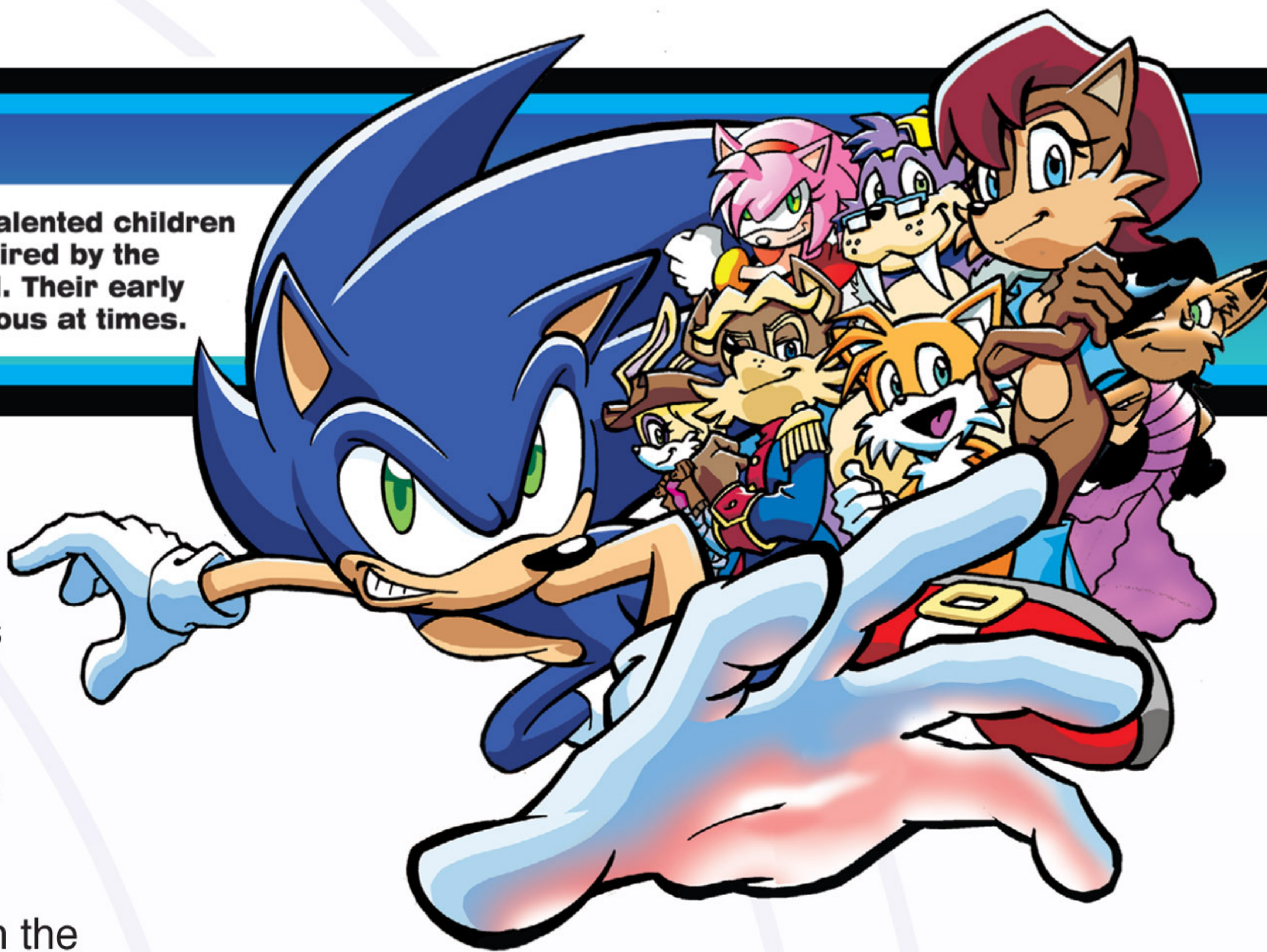


SONIC HAS BEEN ALL OVER THE PLACE, EVEN OUTER SPACE! CHECK OUT THE "TOSSED IN SPACE" STORYLINE IN SONIC 126 - 129 ON THE SONIC COMICS APP!

Dr. Eggman escaped in the chaos. Sonic would've found him if not for Ixis Naugus, who once again sought the crown. With Sonic busy fighting the evil wizard, Dr. Eggman was free to complete and launch his Death Egg II!

With it, Dr. Eggman used the Genesis Wave to try to reshape the world better to his liking, but Super Sonic helped put an end to that. While his planet was restored, Sonic's friends faced a breakdown. Antoine was badly wounded, Bunnie went missing, and Sally was turned into a killer robot. Sonic formed his own strike team – Team Fighters – with Amy and Tails to track down the new Death Egg and rescue Sally. They've enjoyed great success and bitter defeat in their search.

Now Dr. Eggman has found a new ally in another world, and is preparing to launch a second Genesis Wave. Given that the first time nearly tore the planet apart, what will happen this time? It's up to Sonic – and a new friend from another world – to save two worlds! - Ian Flynn ■



And then things got weird as aliens arrived from all directions. The Bem undid all of Dr. Eggman's roboticization efforts, and the Xorda threatened to blow up the whole planet! Thanks to Sonic, everyone was saved, but he was thrown across the galaxy. It took him a whole year to make his way back across the cosmos. When he found his way home, Sonic began to settle into life in Knothole City – only for the Eggman Empire to raze it and the Great Forest to the ground. Thankfully, a New Mobotropolis had been prepared in secret, and Sonic and his friends relocated.

Sonic managed to oust Dr. Eggman once again, only for the Iron Dominion to show up and take his place! Sonic teamed up with Monkey Khan to undercut the Iron Dominion's ninja forces and route the villains, but



DEVIOUS DOUBLE DOCTORS!

COLLECTOR COVER CHAOS!

**BE SURE TO
PICK UP THE
EXCLUSIVE E.F.F.
COLLECTOR
COVERS!**



ON SALE MAY 8TH, 2013



ON SALE JUNE 19TH, 2013



ON SALE JULY 31ST, 2013

There's nothing quite like having a best friend. It's priceless to have someone who understands you, enjoys the things you enjoy, and is always there to enjoy the good times and help you through the hard times.

But what if you're a mad scientist with a crazy mustache and a crazier preoccupation with conquering the world with killer robots? Good luck searching Eggslist with "looking for friend to take over world for giggles."

Except Dr. Eggman has found just that in the upcoming crossover event "When Worlds Collide." When Dr. Eggman first activated his Genesis Wave, it sent the Chaos Emerald that had been powering it... somewhere. Fans have been wondering since Sonic the Hedgehog #230 where the gem wound up. Turns out it was flung to another universe entirely!

Dr. Albert W. Wily, the main bad guy from the Mega Man™ comics, has gotten his hands on the precious gemstone of unlimited power. Through it, he gets a direct line to Dr. Eggman. Wait a minute...

Mad scientist? Check.
Crazy mustache? Check.
Crazier schemes? Check.
Killer robots? Double-check.

Uh-oh!

It's a match made far from heaven as the two brilliant and wicked madmen join forces to launch a second Genesis Wave and rewrite both of their worlds!

You would think a couple of egos that big wouldn't fit in the same room let alone work well together, but it turns out they have a lot in common. Dr. Eggman likes turning Sonic's friends into killer robots via roboticization. Dr. Wily likes stealing others' machines and turning them into killer robots. So what happens when they combine their hobbies? (hint: it's not pretty!)

They both think they're always right, they both enjoy giant, trap-riddled bases, and they both have this ongoing problem with being foiled by young, blue heroes. Even then, they're on the same wavelength; if you can't beat the hedgehog/robot, make an evil robot counterpart! Sonic has barely kept pace with Metal Sonic, and Mega Man doesn't like fighting Bass. What would happen if the doctors pit our heroes against both robots at the same time? (hint: it's awesome!)

"Now hold on," I hear you say. "Isn't this crossover supposed to be about Sonic and Mega Man?" It sure is, but after stealing money, Chaos Emeralds, robots, freedoms and identities, the doctors are out to steal the spotlight! We would try to stop them, but it's hard to say "no" when you've got an office full of Egg-SWATs and Robot Masters glaring down at you.

That's why we're featuring three "E.F.F. – Evil Friends Forever" variant covers during the crossover. These covers will be printed for Mega Man™ 25, Sonic Universe 53 and Sonic the Hedgehog 251 and will be available at your local comic book shop!

They say a hero is only as good as his villain, and that nothing can overcome the power of friendship. In that case, Sonic and Mega Man are great because they've got the best (worst) villains around. Unfortunately, that also means the doctors are unstoppable. Can that be true? Our boys in blue have twelve issues to figure it out, and you won't want to miss an issue of it! ■





BATTLE BIRD BONANZA!

Sonic Universe is the longest running spin-off to Sonic the Hedgehog in the history of the comic. Knuckles the Echidna set the bar at thirty-two issues. Sonic X squeaked ahead at forty. Sonic Universe is coming up on its fiftieth and shows no signs of stopping!

One of the all-time fan favorites is getting collected in Sonic Universe volume five – “The Tails Adventure.” Loosely based on the 1995 Game Gear game “Tails Adventure,” it features the debut of the Battle Bird Armada and Tails’s first starring role since his mini-series (to be collected in Sonic Select volume eight).

Miles “Tails” Prower has always been known as second to Sonic. Call him a little brother, side-kick, second banana, fuzzy orange shadow – however you want to phrase it, he’s usually out of the limelight. Sonic Universe volume five changes all that by having Tails take the lead and be the big hero!

Does he do it the exact same way Sonic would? Of course not – that’d be boring, and Tails has his own style. He’s smarter, craftier, and he can fly. You get a whole new perspective on life when you’re over everyone else’s heads!

Having grown up helping Sonic out of trouble, Tails knows the importance of having support in the field. That’s why he completes his pet project – T-Pup the robo-dog! (get it? It’s a pun) This is T-Pup’s big debut, and it will set up the mecha-mutt’s appearances in Team Fighters and many adventures to come.



THE SONIC UNIVERSE GRAPHIC NOVEL SERIES KEEPS ON GROWING WITH VOLUME 5 ON SALE EVERYWHERE JUNE 2013!

You’ll also enjoy the shift in focus to the fan-favorite pairing – Antoine and Bunnie! They’re life-long Freedom Fighters and they get a chance to shine in this story. **They’ll still need Tails’s help to escape the clutches of the Battle Bird Armada, stop their sinister plans and save the day. ■**

GRAPHIC NOVEL SNEAK PEEK!

SONIC THE HEDGEHOG DEFEATED?!

You already know and love the Sonic Archives series. It gives you all the classic stories in new, vibrant colors. And we know you love the Sonic Select series as it gathers up all the stories not featured in Sonic Archives. These are great ways for new fans to catch up on all the vintage material.

But what about the newer material?

That’s where the Sonic Saga Series comes in! These books collect the biggest, most important stories of the more recent years. The series debuted in September 2012 and started off with “The Darkest Storm” – a massive multi-way brawl between heroes and villains!

Sonic Saga volume two has arrived and is bringing you the epic “Order from Chaos” storyline and more! Shadow and Tails – captured! Dr. Eggman – usurped! Nicole, Bunnie, Jules and Tommy – infected! And every Chaos Emerald in the universe gathered into one place! What’s a hedgehog to do? (Save the day of course – this is Sonic after all)

Tails finds a way to bring his long-lost parents back, and it will reshape the future of the kingdom forever! Shadow finally breaks ties with Dr. Eggman and discovers the whole story to his origin! Sonic uncovers a heart-breaking secret about Fiona, then gets a face-breaking attack from Scourge!

And then due in July is Sonic Saga volume three where we’ll cover Dr. Eggman’s greatest victory to date in “Eggman Empire.” What happens when the doctor stops messing around and brings his A-game? It’s a brutal, drag-out one-on-one fight with Sonic that permanently changes the status quo.

Want some retro action? Pick up the Sonic Archives. Want some of the new hotness? Sonic Saga Series has got you covered. Everything in between? We’ve got Sonic Select, Knuckles Archives and the Sonic Universe books. It’s a great time to be a Sonic fan – we’ve got everything you could want to read and more! ■



SONIC COMIC SUPER SPECIAL FEATURE:

PREVIOUSLY...

WITH DR. ROBOTNIK DEFEATED AND THE ANIMALS OF THE WORLD FREED FROM THE MAD DOCTOR'S EGG CAPSULES, SONIC THE HEDGEHOG ENJOYS THIS TIME OF TRANQUILTY TRAVERSING THROUGH THE **GREEN HILL ZONE** ON A BEAUTIFUL SUNNY AFTERNOON. ALL IS WELL, UNTIL...



...A DARK AND MYSTERIOUS MONSTER APPEARS OUT OF NOWHERE! A **STRANGE AURA** OF POWER IS **RELEASED** FROM THE ENTITY AND **DISPERSES OVER THE WORLD** AND SONIC IS CAUGHT IN THE MIDDLE OF THE **CHAOS...**



DID YOU KNOW...

Sonic Generations was released in November of 2011 to celebrate Sonic's 20th anniversary! The game featured not only the modern Sonic we all know and love today, but also featured the return of Sonic's younger, classic self, complete with black eyes, pot belly, and shorter quills! Both Sonic's had their own distinct gameplay styles, to create an anniversary experience like no other!

SONIC GENERATIONS™



IN ANOTHER TIME, IN ANOTHER PLACE...

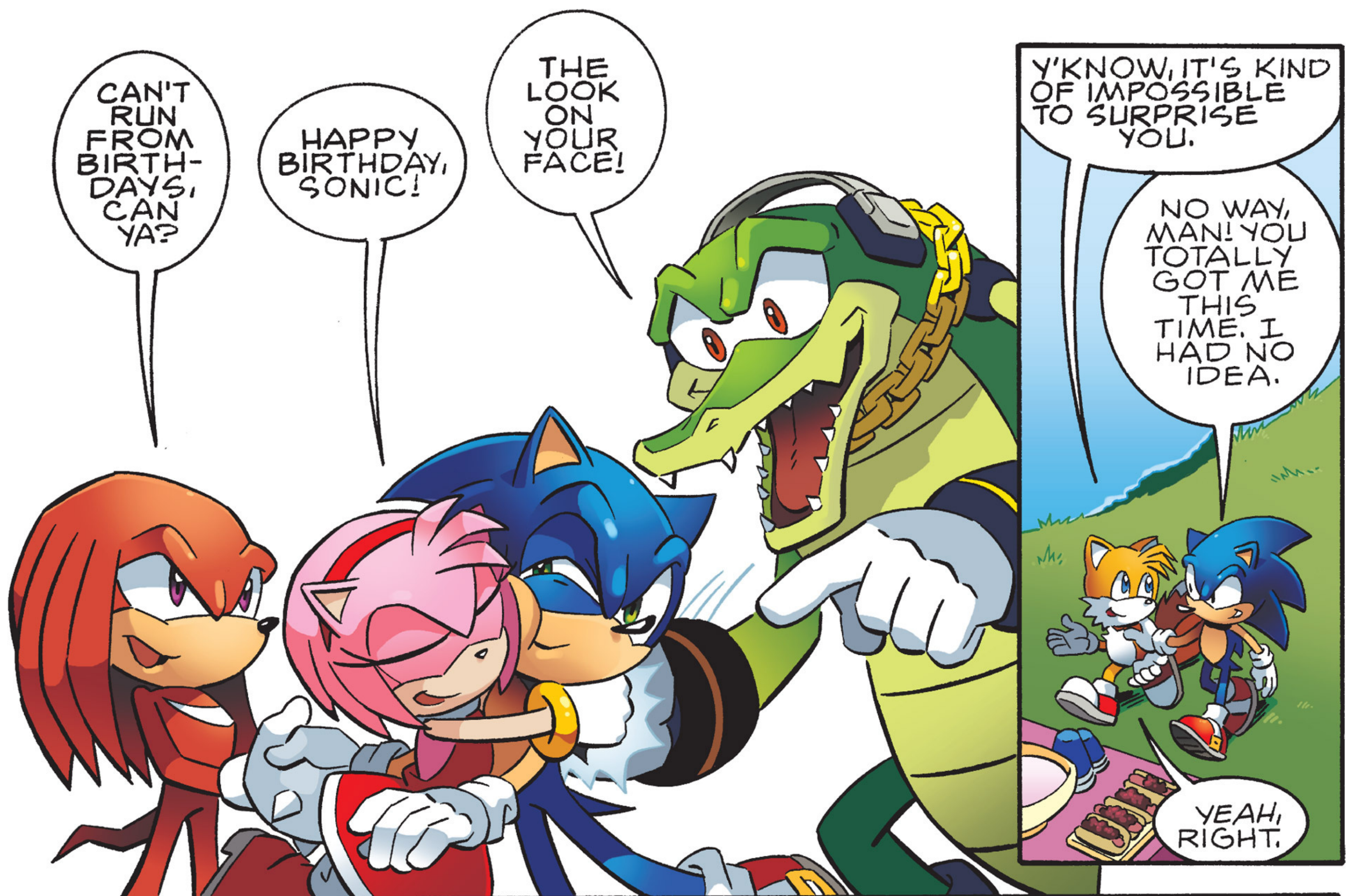
LOOK OUT, EVERYONE! HE'S COMING!

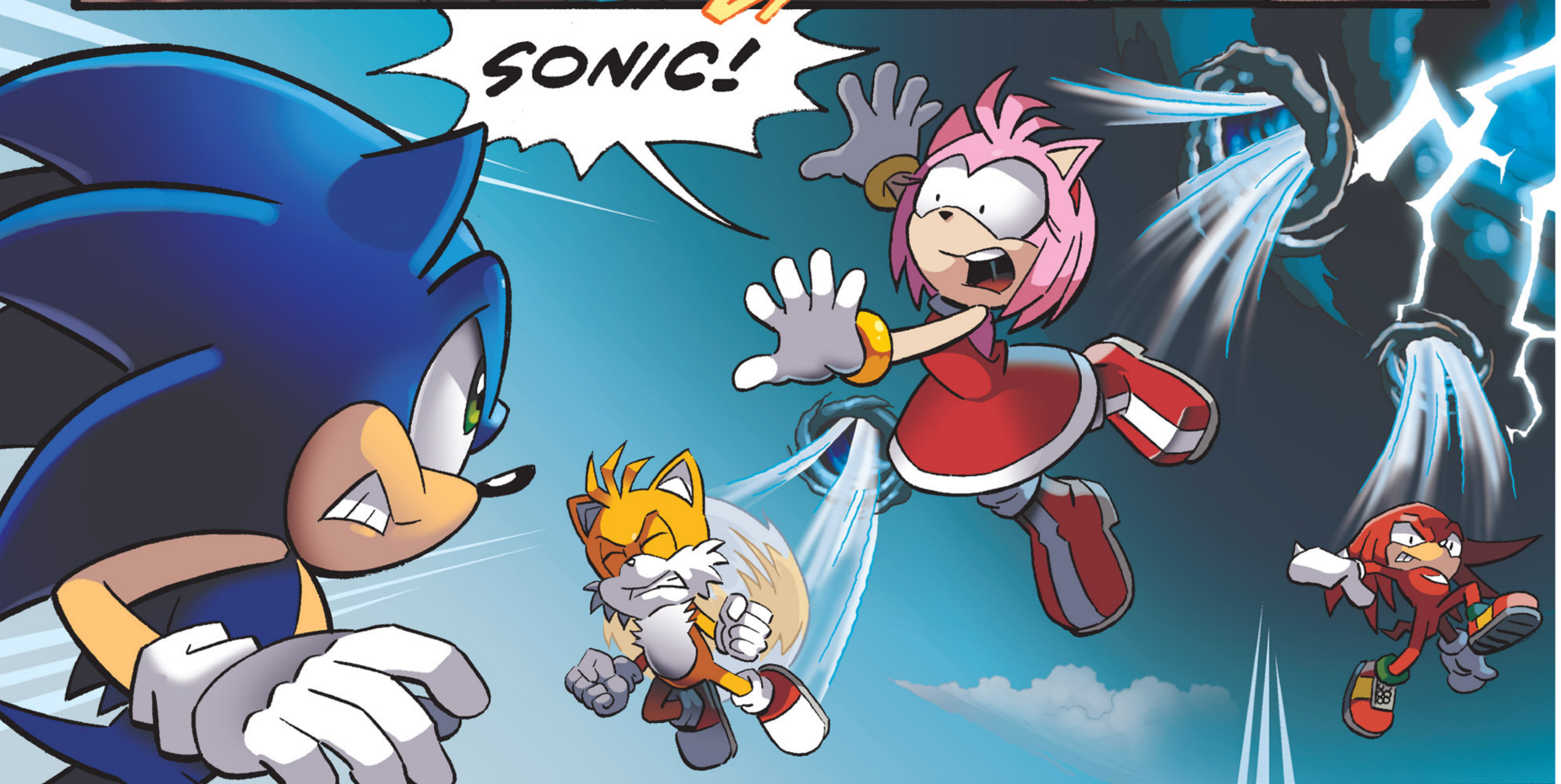


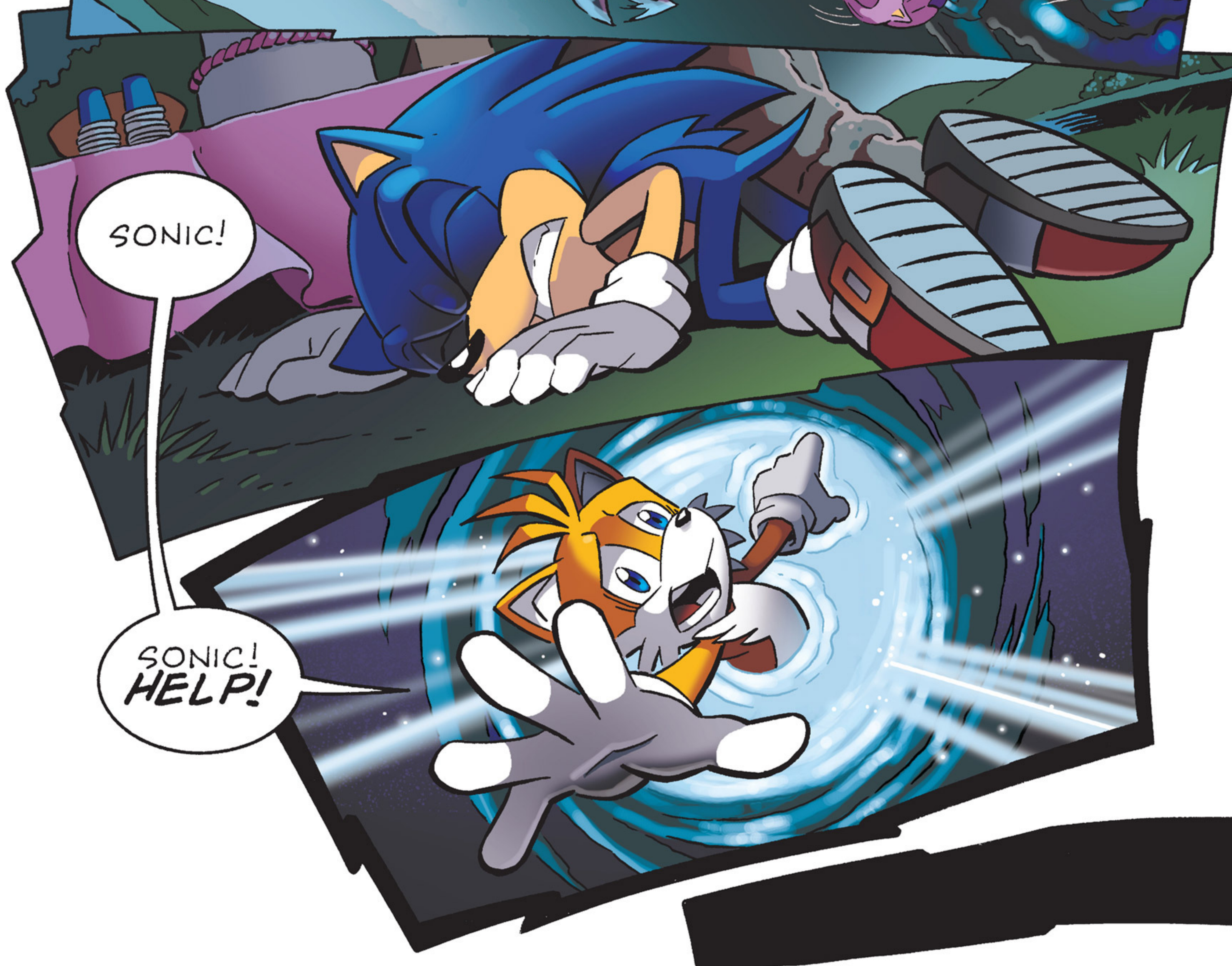
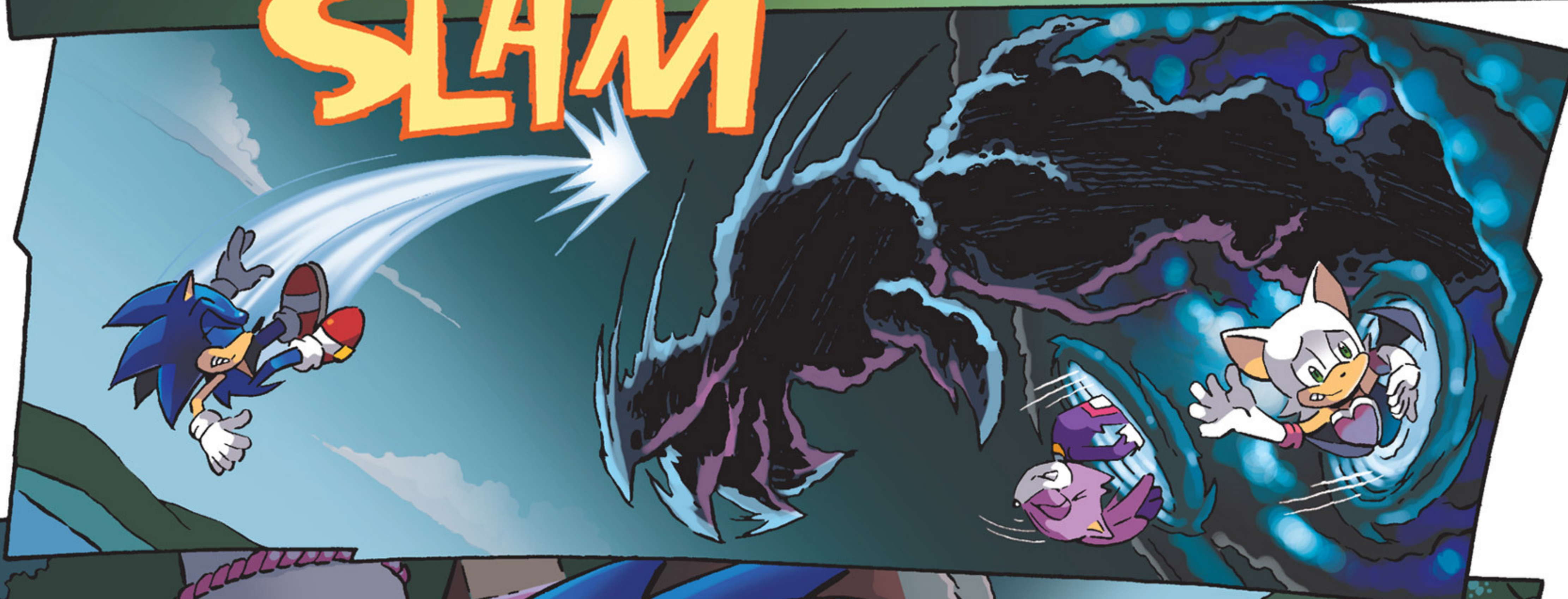
HEY, TAILS! WHAT'S GOING ON?

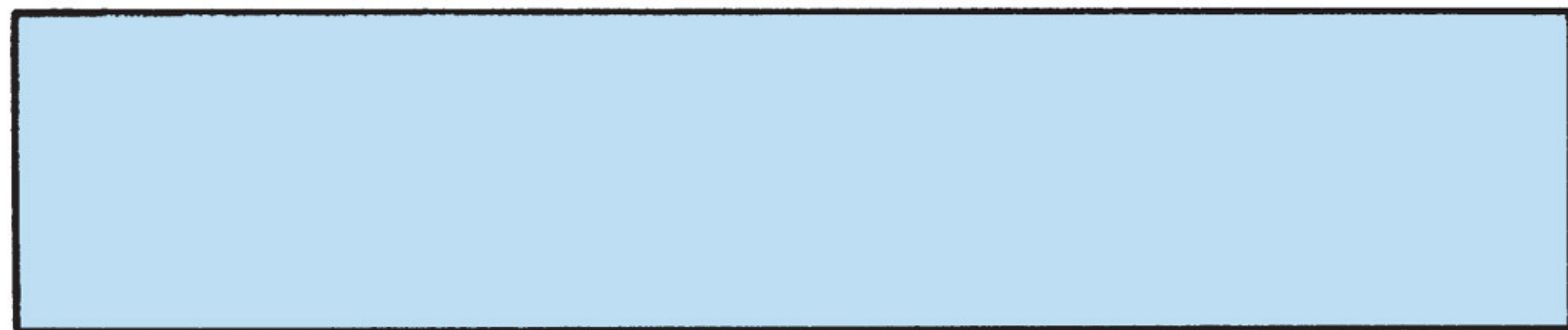


WRITER: IAN FLYNN • PENCILS: JAMAL PEPPERS •
INKER: TERRY AUSTIN • COLORIST: MATT HERMS
LETTERER: JOHN WORKMAN • EDITOR: PAUL KAMINSKI
EDITOR-IN-CHIEF: VICTOR GORELICK • PRESIDENT: MIKE PELLERITO
SPECIAL THANKS TO CINDY CHAU AND JUDY GILBERTSON
AT SEGA LICENSING

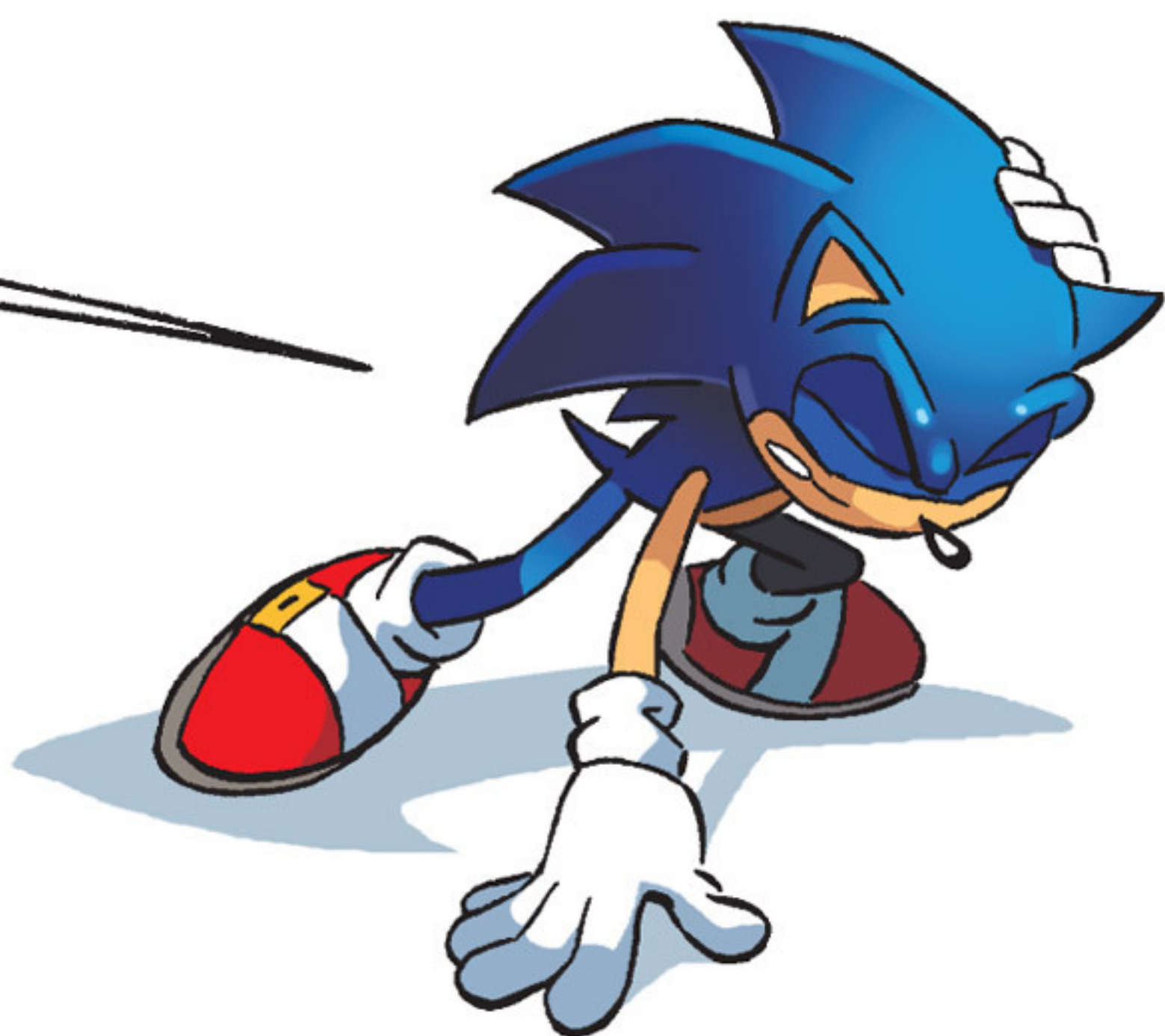




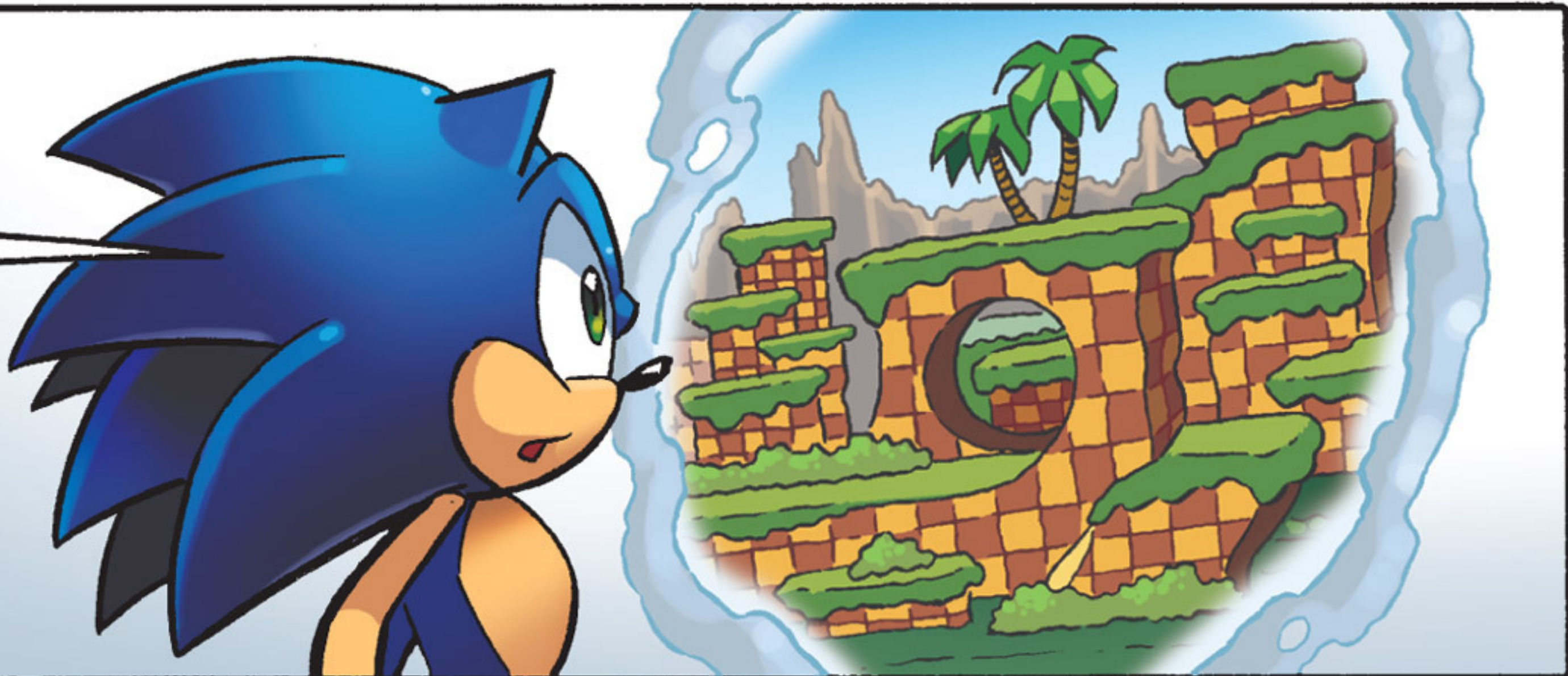




UGH...
SOME
BIRTH-
DAY...



HMMM,
STRANGE
PORTALS,
STRANGER
MONSTERS,
AND MY
FRIENDS IN
TROUBLE.



TIME TO
DO THAT
HERO
THING!



MYSTERIOUS MONSTERS!
OTHER-WORLDLY ROOMS! AND TWO SONICS?!
DISCOVER *ALL THE ANSWERS* AND LIVE THE
ADVENTURE *YOURSELF* WITH
SONIC GENERATIONS

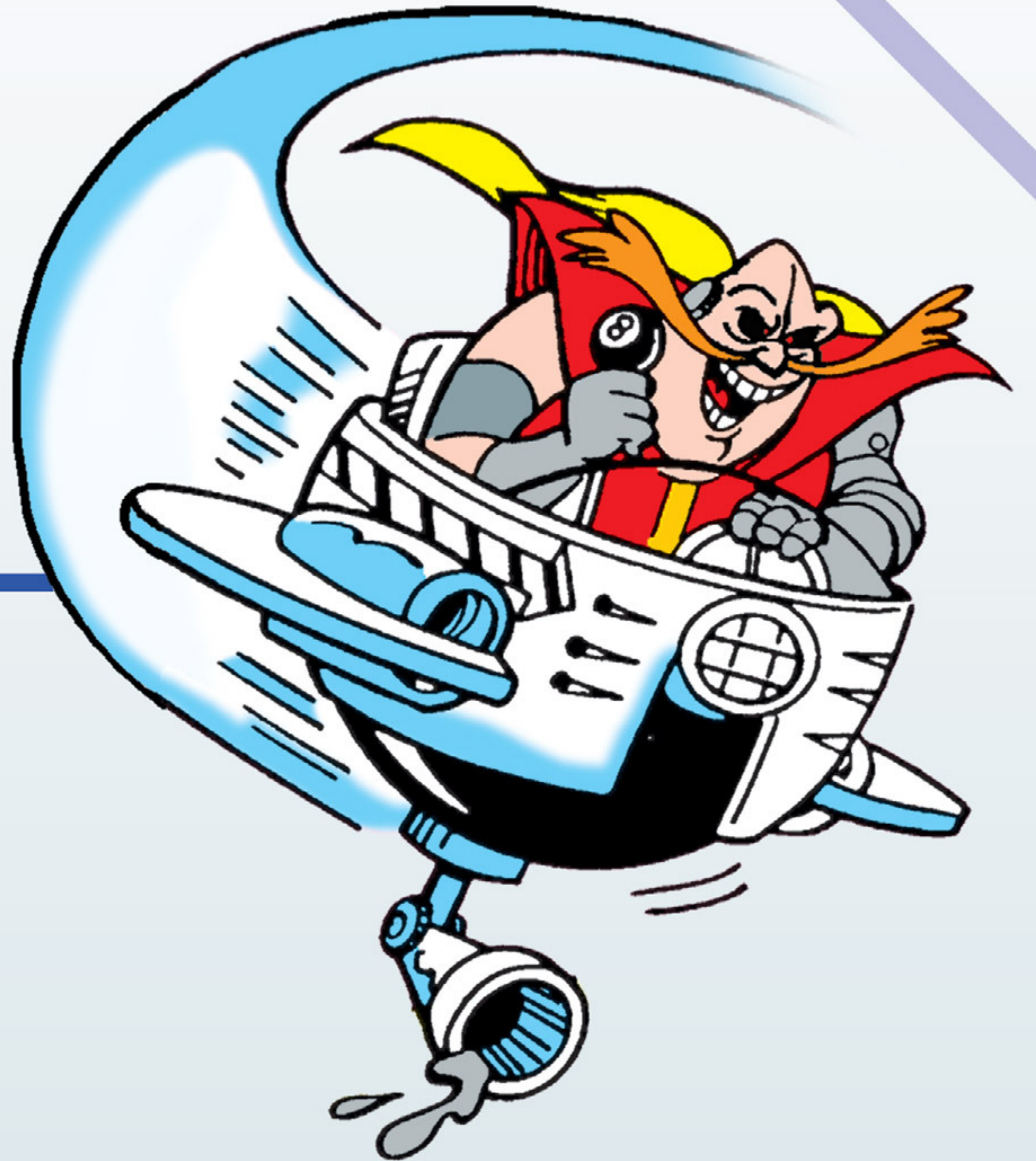


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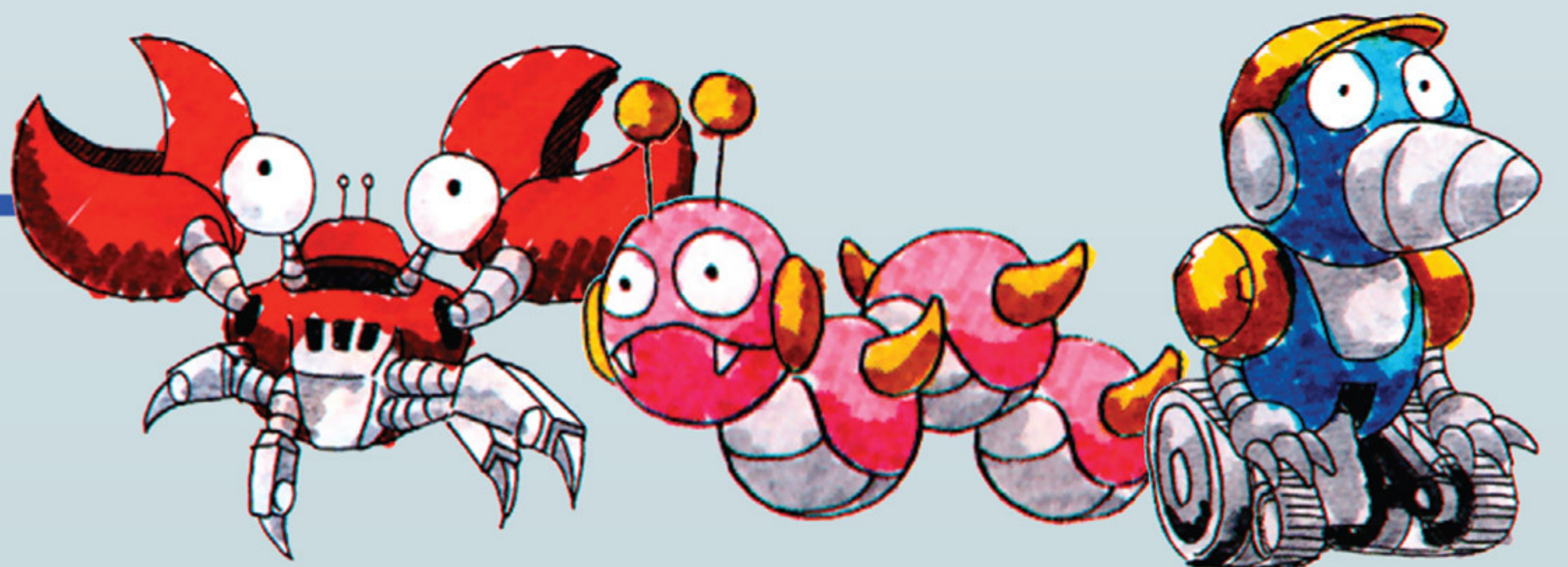
PREVIOUSLY...

THE EVIL DOCTOR IVO "EGGMAN" ROBOTNIK HAS TAKEN OVER THE KINGDOM! AFTER A DRAMATIC COUP D'ETAT (*BETRAYAL AND RISE TO POWER FROM WITHIN) THE MAD GENIUS HAS BEGUN HIS DESTRUCTIVE RAMPAGE THAT HAS LEFT THE FREE PEOPLE OF THE WORLD ENSLAVED AND ENTIRE CITIES TURNED INTO TOXIC WASTE HEAPS.



ROBOTNIK HAS ONE PROBLEM THOUGH, AND HIS NAME IS SONIC THE HEDGEHOG! ALONG WITH A HEROIC BAND OF FREEDOM FIGHTERS COMPOSED OF PRINCESS SALLY ACORN, SOLDIER'S SON ANTOINE D'COOLLETTE, TECH GENIUS ROTOR WALRUS, AND SONIC'S HIGH-FLYING BEST BUDDY MILES "TAILS" PROWER, SONIC AND THE HEROES OF THE WORLD ARE TAKING THE FIGHT BACK TO THE EGGMAN!

TO RECLAIM THEIR WORLD, OUR HEROES WILL NEED TO PUT THEMSELVES TO THE TEST, AND THAT WILL MEAN FIGHTING ALL-NEW, ALL-DANGEROUS FOES...



DID YOU KNOW...

Princess Sally Acorn's colors changed over the course of the first several issues of the Sonic the Hedgehog comic. She originally had bright, road cone orange fur color with blonde hair, then a pink fur color with black hair, then finally her trademark brown fur and dark red/brown hair! Talk about a bad hair day!

Archie
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THE HEDGEHOG





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 A**



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 B**

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- SONIC UNIVERSE #51

MAY

- SONIC THE HEDGEHOG #248
- MEGA MAN™ #25
- SONIC UNIVERSE #52

JUNE

- SONIC THE HEDGEHOG #249
- MEGA MAN™ #26
- SONIC UNIVERSE #53

JULY

- SONIC THE HEDGEHOG #250
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SONIC COMIC SUPER SPECIAL FEATURE:

PREVIOUSLY...

THE FREEDOM FIGHTERS MUST CONTINUE THEIR HEROIC STRUGGLE AGAINST THE EVIL **DR. IVO "EGGMAN" ROBOTNIK**, AND TO DO SO THEY NEED A LITTLE HELP FROM THEIR FRIENDS!



WHEN ROBOTNIK TOOK OVER, MANY OF THE CITIZENS OF **MOBOTROPOLIS** WERE TURNED INTO MINDLESS ROBOTIC SLAVES THROUGH THE PROCESS OF "**ROBOTICIZATION**". ONE OF THESE WAS SONIC'S BELOVED **UNCLE CHUCK** WHO, THANKS TO SONIC, WAS ABLE TO RETAIN HIS PERSONALTY DESPITE HIS ROBOTIC EXTERIOR!

SONIC'S UNCLE CHUCK HAS BEEN A STEADY SOURCE OF **SUPPORT AND INSPIRATION** FOR THE TEAM, AND NOW IT APPEARS AS THOUGH AN OLD MAP OF HIS JUST MIGHT BE THE **DOWNFALL OF THE TYRANT ROBOTNIK!**



DID YOU KNOW...

Contrary to popular belief, "Dr. Eggman" was the original name for Sonic's biggest baddie. It was changed to "Dr. Robotnik" for American audiences when the Sonic property first made a splash in the USA, and later changed back to "Dr. Eggman" during the Dreamcast era of Sonic games.

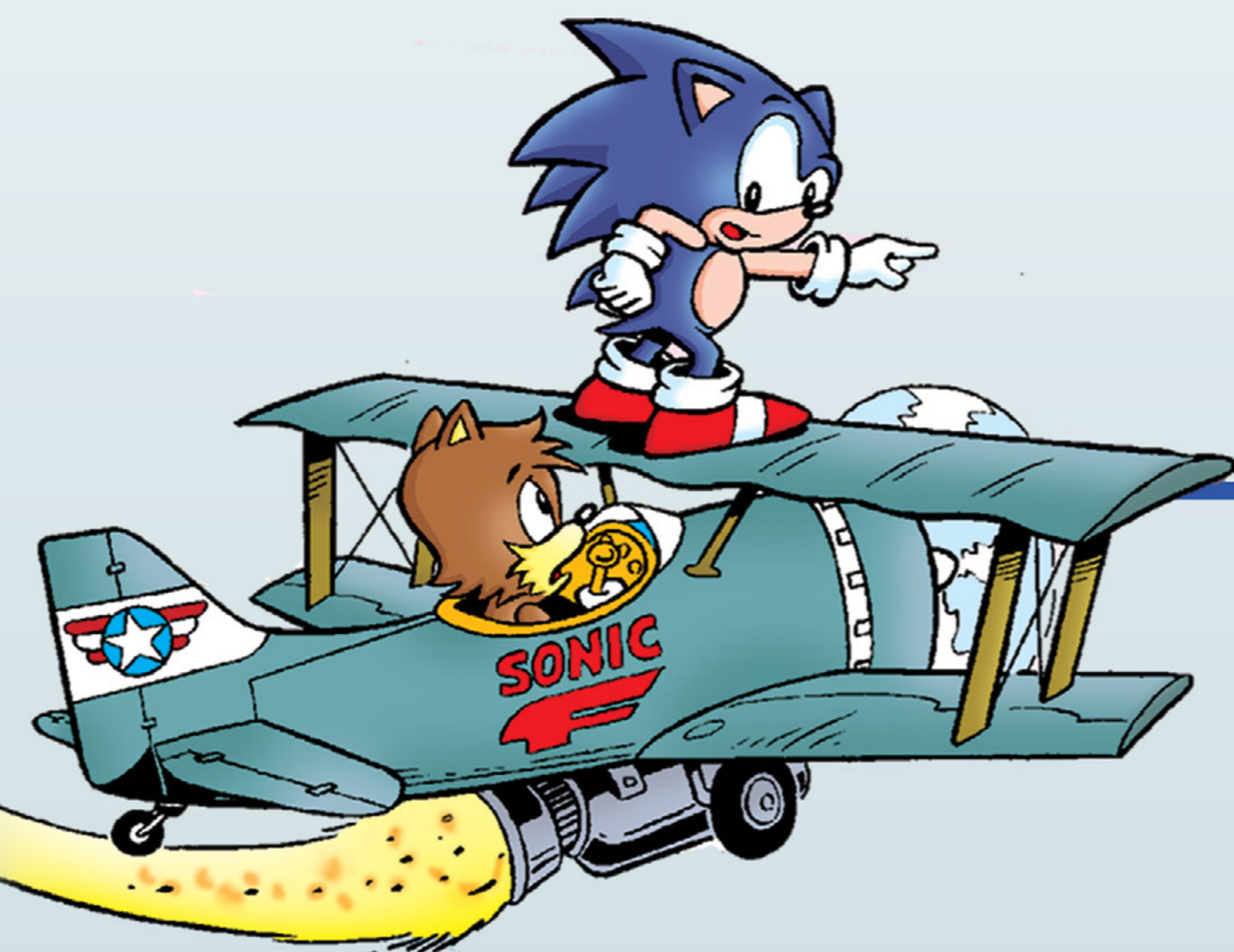
SONIC SUPER SPECIAL COMIC FEATURE:

PREVIOUSLY...

SONIC THE HEDGEHOG MAY BE THE **FASTEST** THING ALIVE, BUT WHAT ABOUT THE FASTEST THING IN THE **AIR**? THAT'S WHERE SONIC'S HEROIC BEST FRIEND AND SIDEKICK MILES "TAILS" PROWER COMES IN!



THE HIGH-FLYING TAILS MAY BE A "JUNIOR" MEMBER OF THE FREEDOM FIGHTERS, BUT HE'S ALREADY SEEN MORE THAN HIS FAIR SHARE OF BATTLE IN THE UPRISING AGAIN DR. IVO "EGGMAN" ROBOTNIK. SO WHY DOES EVERYONE STILL TREAT HIM LIKE A KID?



AS TAILS IS ABOUT TO FIND OUT, YOU HAD BETTER BE CAREFUL WHAT YOU WISH FOR -- IT JUST MIGHT COME TRUE!



DID YOU KNOW...

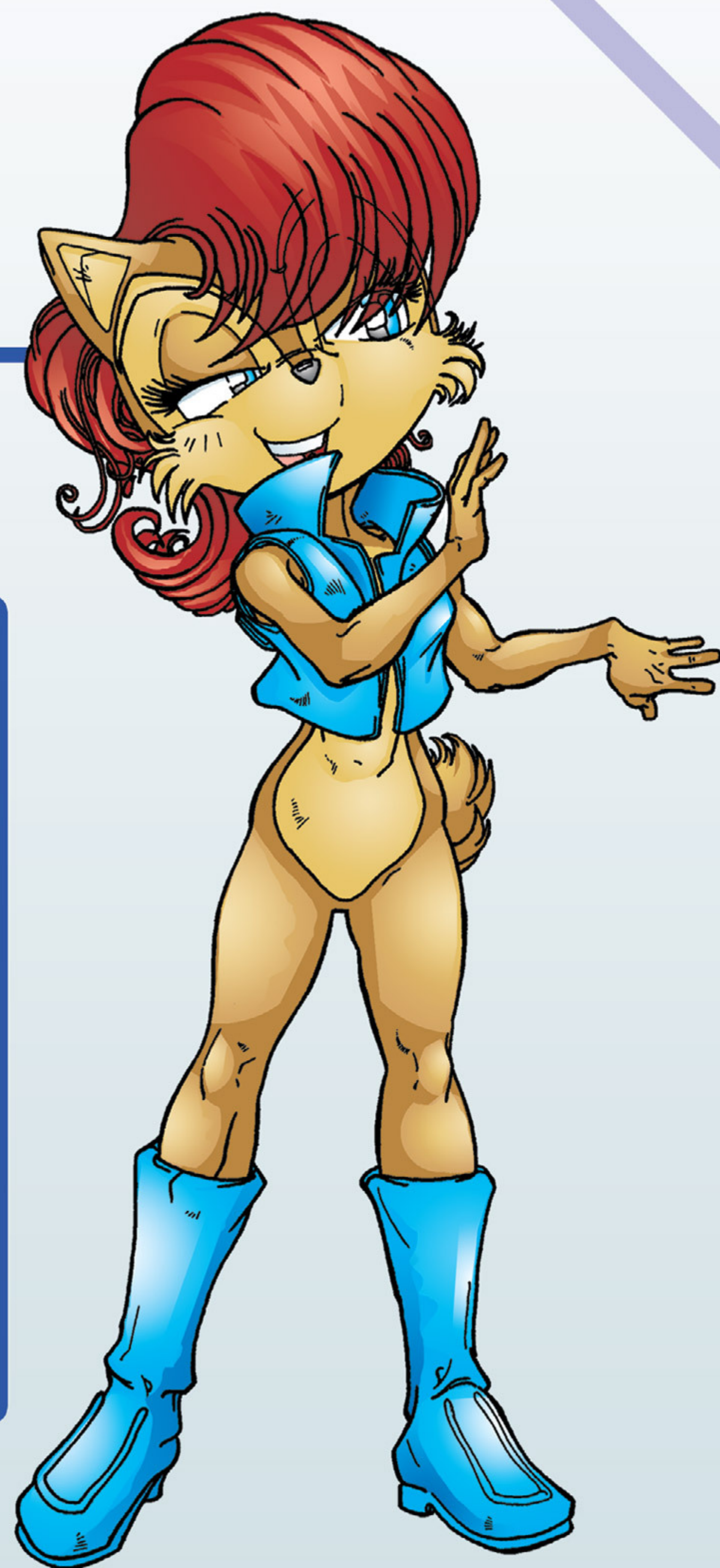
Tails is often referred to as having a "chosen" great destiny in these early Sonic comics. Although several different storylines over the years addressed this idea, it wasn't until 2005's Sonic the Hedgehog #150 (and later the "Order from Chaos" story collected in Sonic Saga series vol2 GN) that the storyline was truly resolved.

SONIC COMIC SUPER SPECIAL FEATURE:

PREVIOUSLY...

PRINCESS SALLY ACORN IS A KEY FIGURE IN THE SONIC THE HEDGEHOG COMIC **LEGACY**, BECAUSE NOT ONLY IS SHE **ROYALTY** -- SHE'S A **FIGHTER**!

AS FIELD LEADER OF THE **FREEDOM FIGHTERS** SALLY WAS ABLE TO WIN SEVERAL **VICTORIES** IN THE WAR AGAINST DR. IVO "EGGMAN" **ROBOTNIK** -- SO WHAT'S THE EVIL DOCTOR'S SOLUTION IF HE CAN'T BEAT HER ON THE BATTLEFIELD?
REMOVE
HER FROM THE BATTLEFIELD!



BETTER STILL, ROBOTNIK'S **ROBOTICIZATION MACHINE** IS ABLE TO TURN **FREE-THINKING**, LIVING AND BREATHING BEINGS INTO **MINDLESS ROBOTIC SLAVES**. AND SALLY ACORN IS HIS **NEXT TARGET**...

DID YOU KNOW...

Princess Sally was roboticized a **SECOND** time following the "Genesis" Wave in Sonic the Hedgehog #230! Artist Ben Bates was key in the initial design of the second roboticized Sally, which was loosely based on SPAZ's design from Sonic the Hedgehog #29! Check out Ben's design (right) and Spaz's design on the next page!

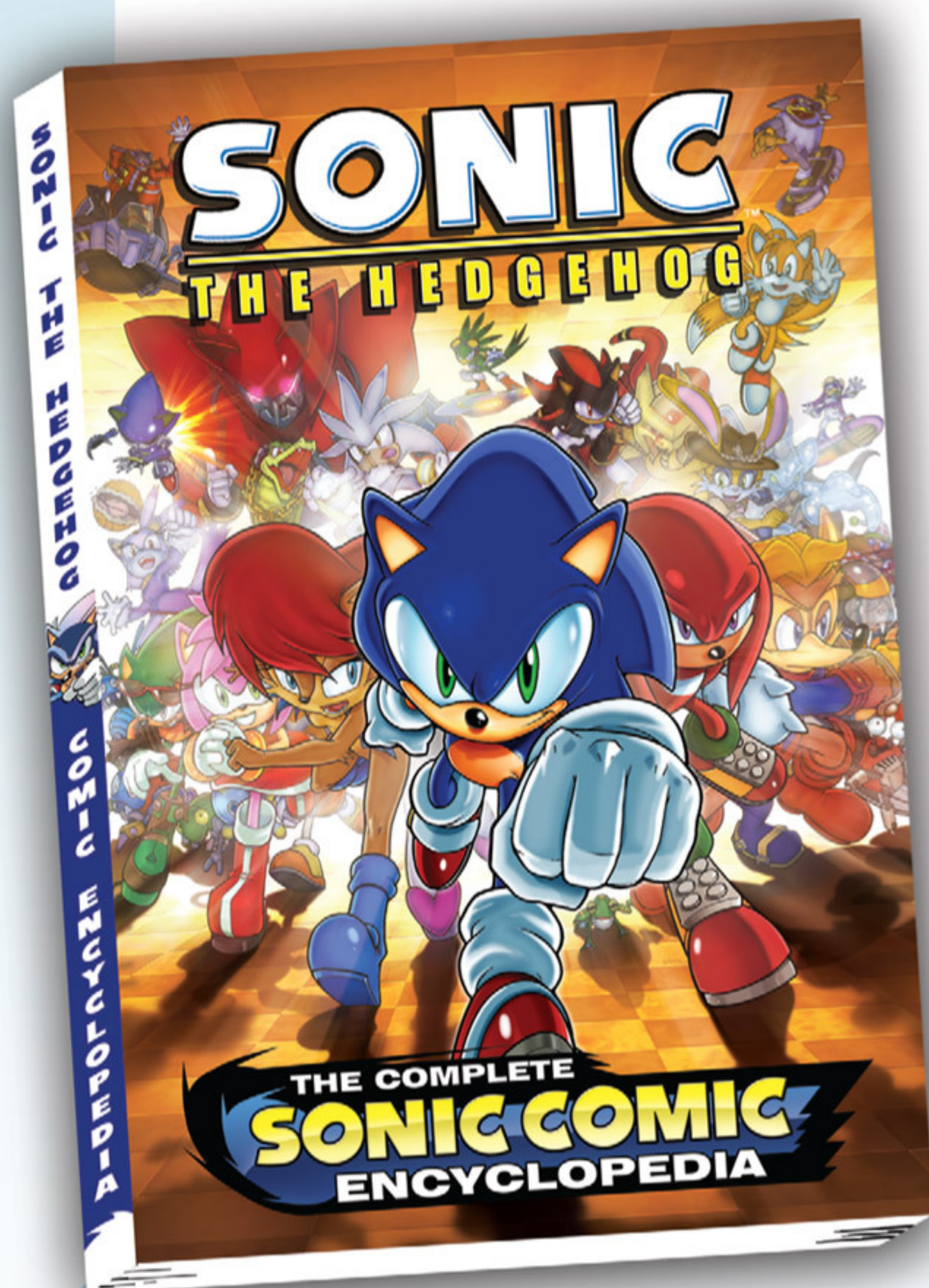


SONIC WHO'S WHO!

SUPER SPECIAL

Welcome to a brief who's who of the Sonic comic Universe! We thought you'd like to learn a little extra about the main cast of the Sonic comics crew!

To get the full scoop on these characters and more, pick up the Sonic Comic Encyclopedia, available now!



SONIC

THE HEDGEHOG

Sonic was born during the **Great War** and was originally named after his grandfathers (he later had his name legally changed to "Sonic" with no offense meant to his forebears). While very young, he lost his parents to the first clandestine roboticization experiments. He was taken in by his uncle, **Sir Charles Hedgehog**, and after **Dr. Robotnik's** takeover, briefly played delivery boy for his uncle's chilidog stand while spending time in **Knothole**.

Tragedy struck when Uncle Chuck was captured by Dr. Robotnik's forces and roboticized. From there, Sonic threw his full support behind the **Freedom Fighters** and fought to liberate the kingdom. Sonic playfully took on Dr. Robotnik's first few generations of **badniks**, growing in skill until, by his mid-teens, he was a true threat to Dr. Robotnik's forces.

Sonic has always been at odds with his nature: arrogant on the one hand, but unwavering in his heroism on the other. These traits were what both endeared and frustrated his first love, **Sally Acorn**.

Sonic has become a beacon of hope for the world. He's traveled the globe, and even traversed outer space, alternate dimensions, and time itself. He has been named the chosen hero of the multiverse, having over the course of his adventures faced down mad scientists, evil wizards, and even gods with a smirk and a laugh.

While having lost his knighthood due to a past mistake, Sonic currently holds the rank of "Gentleman-at-Arms" within the **Republic of Acorn**. He declined having his knighthood reinstated. Sonic continues to take life with a breezy attitude, having fun whether taking on the forces of evil, or kicking back with his guitar.

PROFILE STATS:

First Appearance:

Sonic the Hedgehog #0

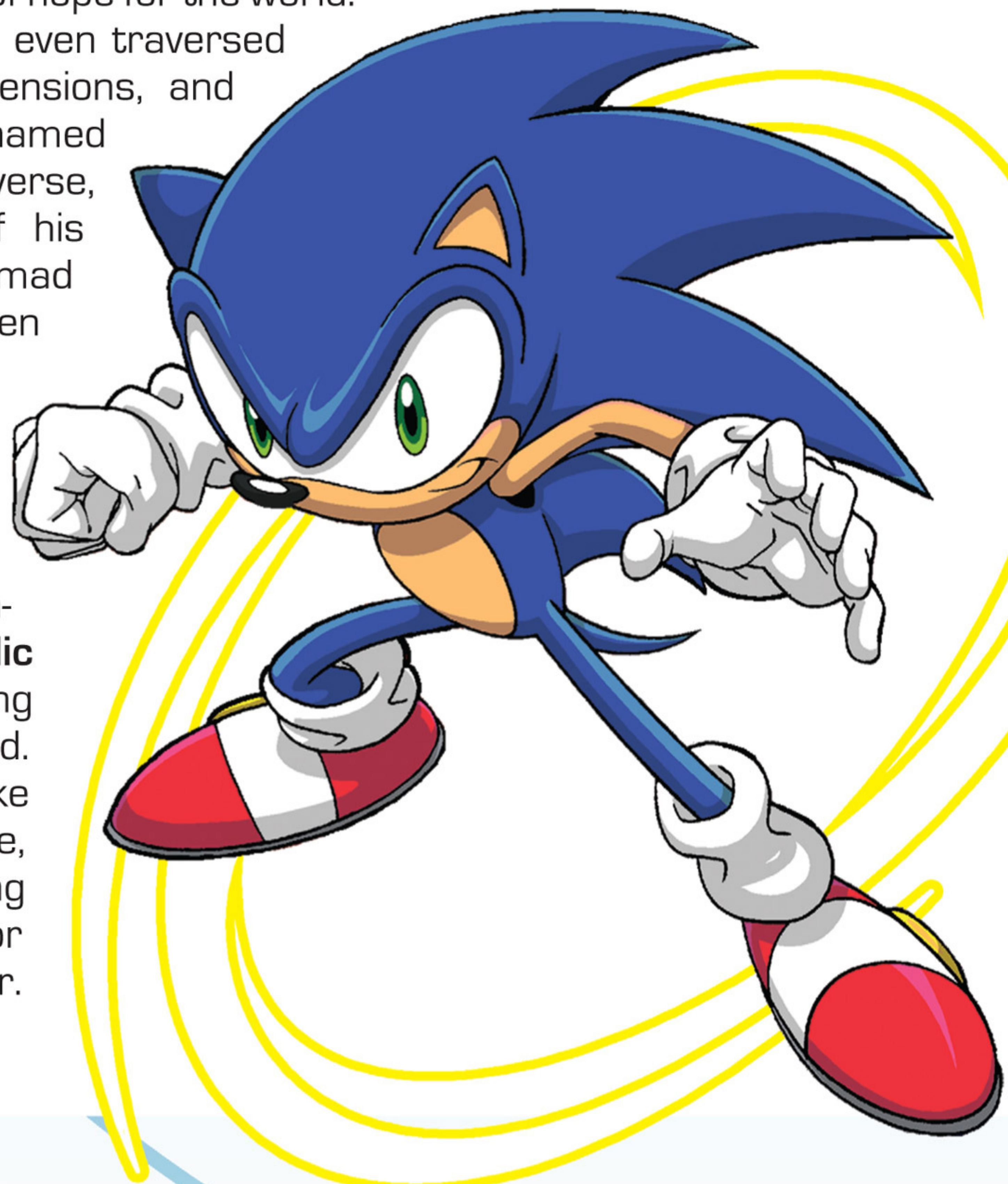
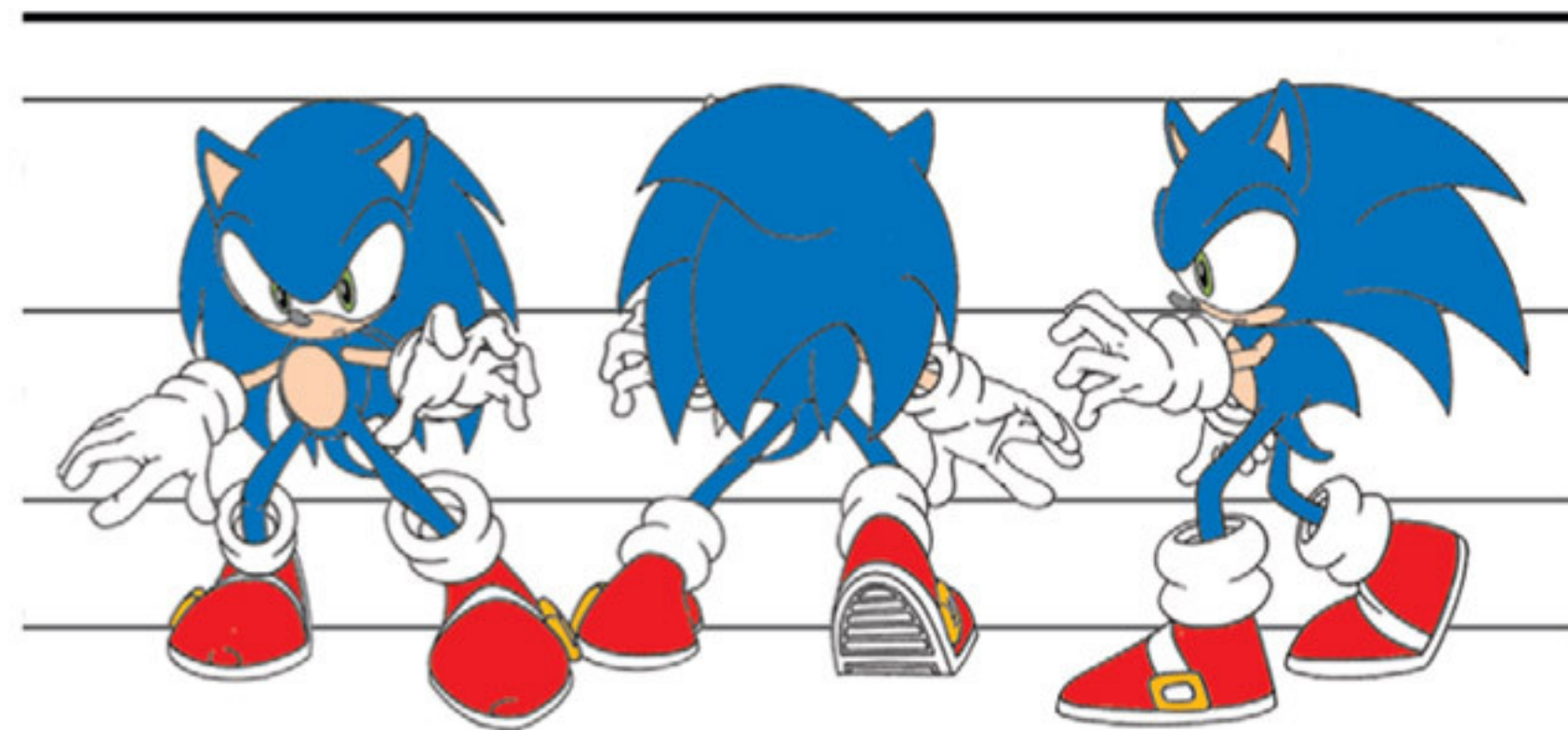
Abilities:

Super Speed - Able to achieve upwards of Mach 1 on his own.

Figure-Eight Peel-Out - Sonic's legs spin like an "8" and he rockets off at super speed. His feet move so fast, he can hover in the air briefly.

Spin Dash - Sonic homes in on his target while curled into a concussive ball or cutting disk.

Super Sonic - With seven Chaos Emeralds (or equivalent power), Sonic turns gold, invulnerable, and all his nature skills increase exponentially.



TAILS

MILES "TAILS" PROWER

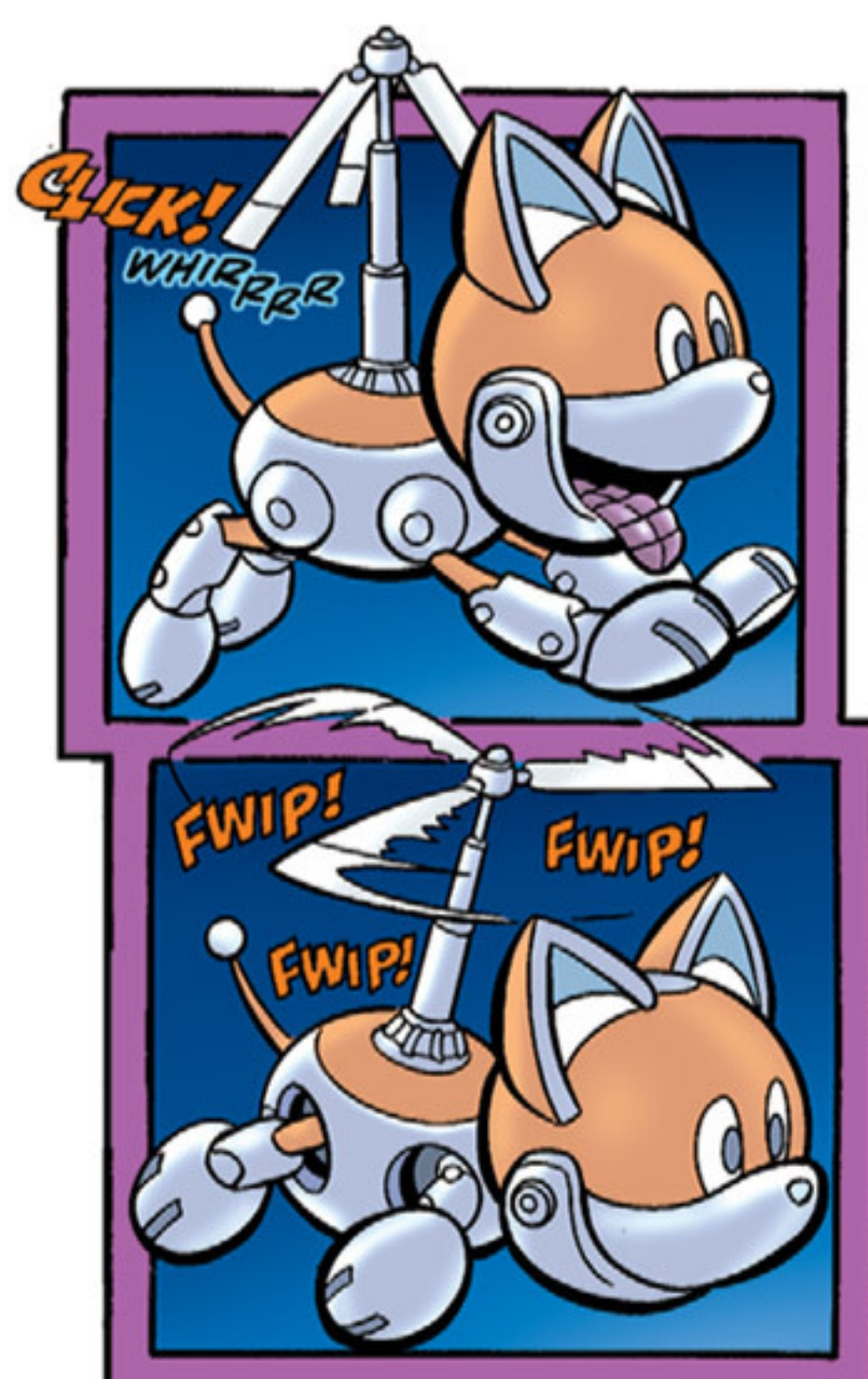
Miles Prower was born to **Amadeus** and **Rosemary Prower** the day of **Dr. Robotnik's** takeover of **Old Mobotropolis**. He was spirited away to **Knothole**, where he was looked after by **Rosie Woodchuck**. Startlingly intuitive at his very young age, Miles latched onto the charismatic **Sonic the Hedgehog** and dreamed of becoming a **Freedom Fighter**.

Miles earned the nickname "Tails" from his mutation: a pair of tails. While these appendages could propel him nearly as fast as Sonic, Tails found himself left behind by his would-be comrades. In an attempt to quickly rise into their ranks, he ate the fruit from the **Tree of Wisdom**. He gained a brief period of genius, and while most of it faded within a day, it did seem to bolster his already considerable intuition.

Tails eventually earned his position among the Freedom Fighters as both a warrior, like Sonic, but also as an inventor, like **Rotor**. Tails has many creations to his name, namely the **Tornado** and later revisions of the **Sea Fox**, and has filled Rotor's role since the latter's retirement from the team.

Tails's long-estranged uncle, **Merlin Prower**, also guided him from behind the scenes to discover much of his mystical potential. Tails has been enigmatically entitled the "Chosen One," the one prophesized to bring about the "Great Harmony." Tails believed he had achieved this a couple times over, but his true destiny has proven elusive.

Tails has grown from Sonic's starry-eyed side-kick to his trusted companion. Full of heroic spirit and an ever-growing confidence, Tails is just beginning to follow his own adventurous path!



TAILS'S
ROBOT, T-PUP,
TAKES FLIGHT

PROFILE STATS:

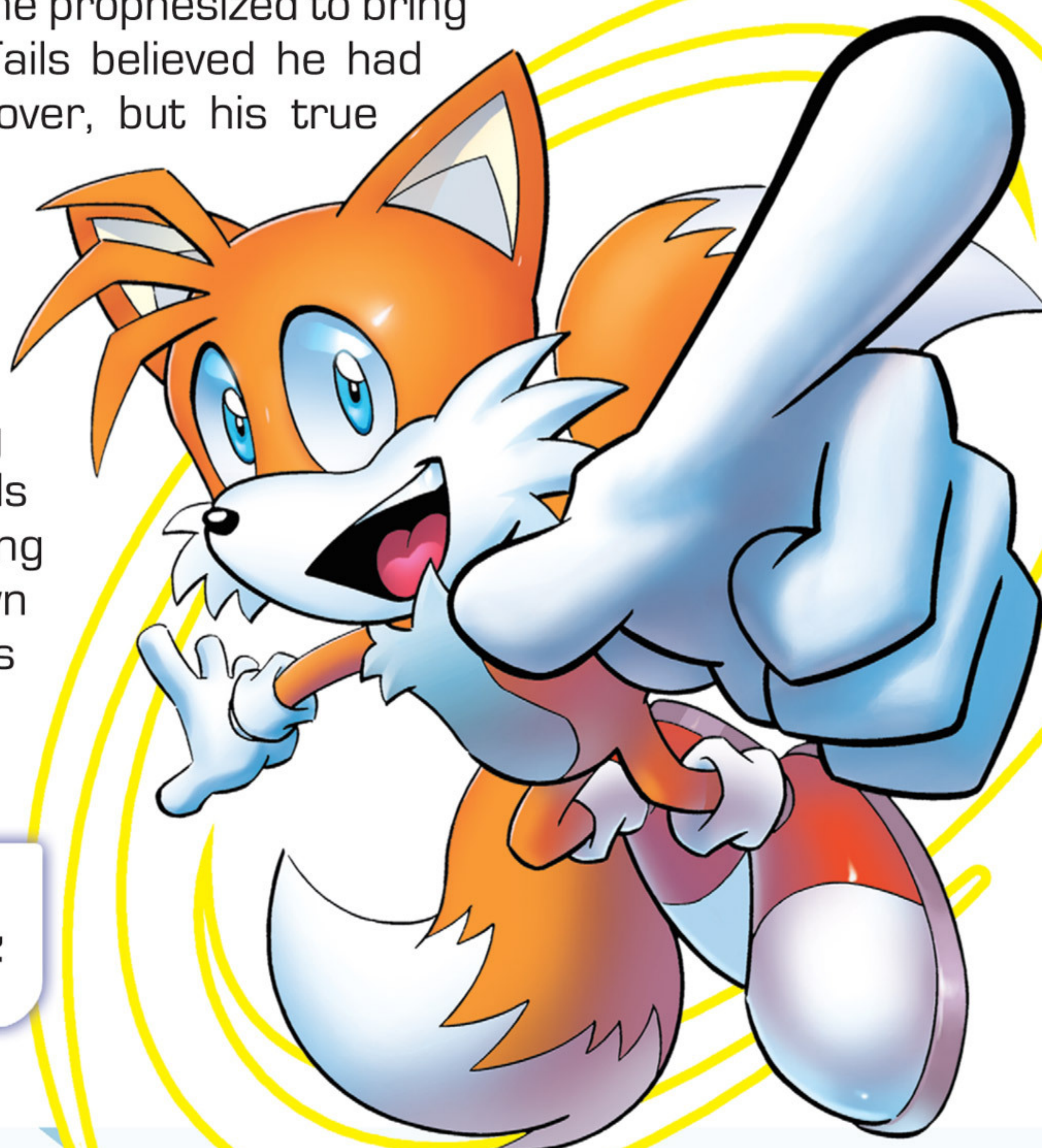
First Appearance:

Sonic the Hedgehog #0

Abilities:

Flight – By spinning his twin tails, Tails can fly or otherwise propel himself fast enough to keep pace with Sonic.

Genius – Tails is remarkably brilliant with machinery and has a strong intuition about magic.



PRINCESS Sally



Sally Alicia Acorn was born during the **Great War**. She was raised as an only child

to the “widower” **King Maximillian Acorn** and wouldn’t know the fate of her mother and older brother until years later. Sally was also raised and tutored by her royal mentor, **Julayla Chipmunk**, and royal nursemaid, **Rosie Woodchuck**.

After **Dr. Robotnik’s** takeover, the young Sally dedicated herself to the rescue of her father and her kingdom. Inspired by the **Original Freedom Fighters**, Sally rallied her own band of friends and led them in raids against **Robotropolis**. Despite her youth, Sally showed an uncanny ability to lead, strategize, and hold her ragtag team of would-be heroes together. Late in the **First Robotnik War**, Sally discovered a mysterious handheld device. The A.I. running it identified itself as **Nicole** and would become Sally’s mentor and friend after the passing of Julayla. As Sally led the **Freedom Fighters** to victory in the battle against Dr. Robotnik, she regained her family but faced a great deal of personal hardship. Her life of guerrilla warfare conflicted with the formalities of royalty. Torn between the life she had and the one she thought she wanted, Sally’s spirit was strained. The final blow came when her first love, **Sonic the Hedgehog**, appeared to first give his life for **Mobius** and then return from the dead. At her most confused, she broke up with Sonic to prevent further heartbreak for herself.

Eventually she recovered to her old self, chose her role as the team’s field leader and repaired her damaged friendships. Just as life returned to normal, Sally barely skirted death after the effects of the **Genesis Wave**. She used her second chance at life to sabotage the **Death Egg II’s World Roboticizer**. Her sacrifice saved Mobius, but turned her into one of **Dr. Eggman’s** robot minions.

PROFILE STATS:

First Appearance:

Sonic the Hedgehog #0

Abilities:

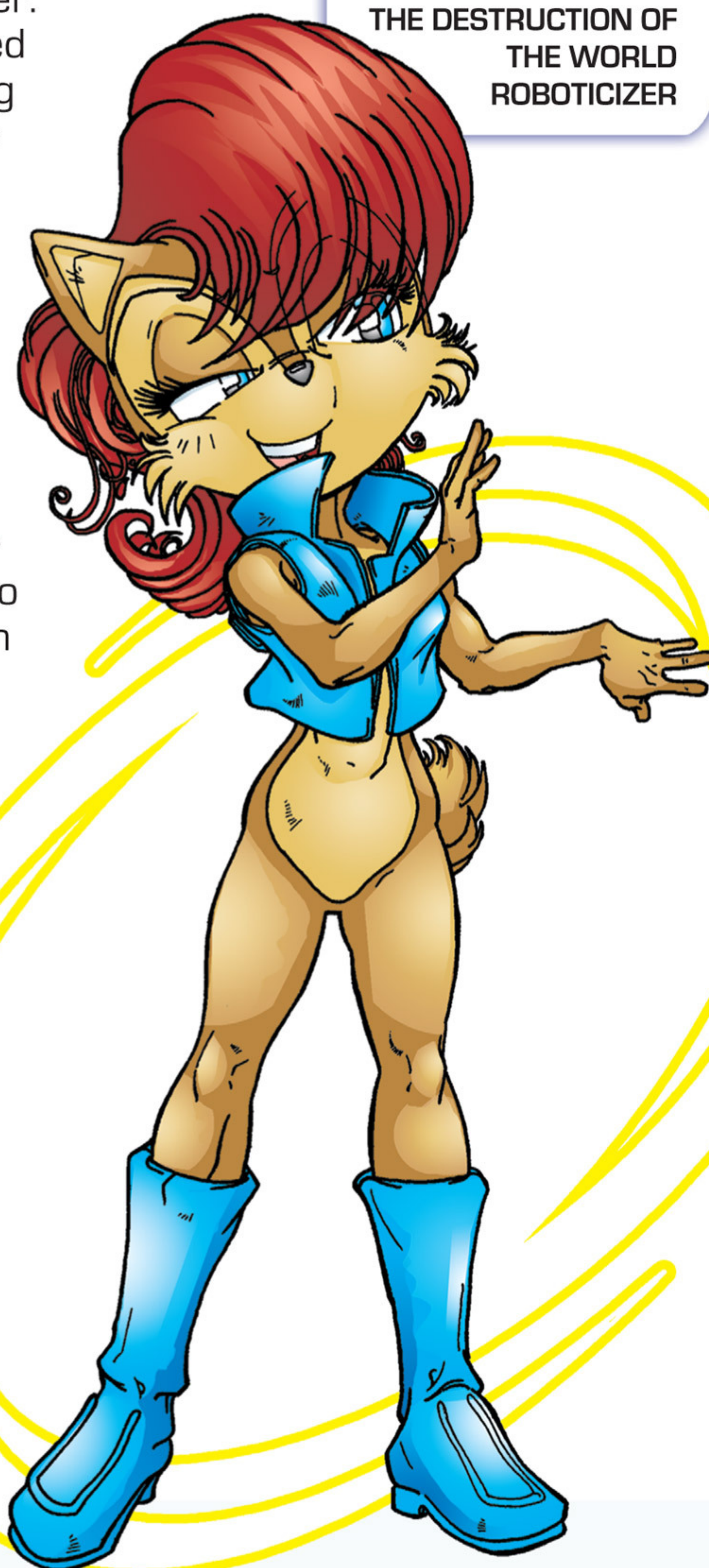
Agility – Able to perform gymnastic moves beyond average.

Versatility – Trained in combat, survival, diplomacy, computer skills.

Tactical skills – An accomplished and resourceful field leader.



MECHA SALLY AFTER THE DESTRUCTION OF THE WORLD ROBOTICIZER



AMY

AMY ROSE

Amy Rose was born to nobles in **Mercia** before the influence of **Dr. Robotnik** had reached across the ocean. As her kingdom fell around her, stories of a heroic blue hedgehog reached her homeland. Amy was immediately enamored by the tales of this legendary "**Sonic the Hedgehog**" and began sending letters to him despite the ever-present danger.

With her parents missing and Mercia's capital being turned into **Snottingham** by Dr. Robotnik, Amy's cousin, **Rob o' the Hedge**, sent her to the presumed safety of Sonic's company. Her escort was captured along the way and Amy was made bait in a trap to destroy Sonic in the **Collision Chaos Zone**. Once rescued, Amy was welcomed into **Knothole** with open arms.

But a fiery spirit wasn't enough to get her into the **Freedom Fighters**, nor was it enough to gain Sonic's romantic interests. In a desperate bid to get some recognition, Amy used the **Ring of Acorns** – a magic ring forged from the energies of a **Super Chaos Emerald** and of incredible potency. Amy believes she used the ring's final wish to make herself older. In fact, she absorbed its power and now unwittingly enjoys some limited wish-granting abilities – namely the creation of her **Piko Piko Hammer** from thin air.

Amy has since served on a number of missions and earned her position within the Freedom Fighters. Quick and powerful, she is a force to be reckoned with on the battlefield. While normally sweet and friendly, an explosively fiery temper simmers just below the surface.

Now Amy aims to catch Sonic's eye by being the finest Freedom Fighter the world has ever seen!

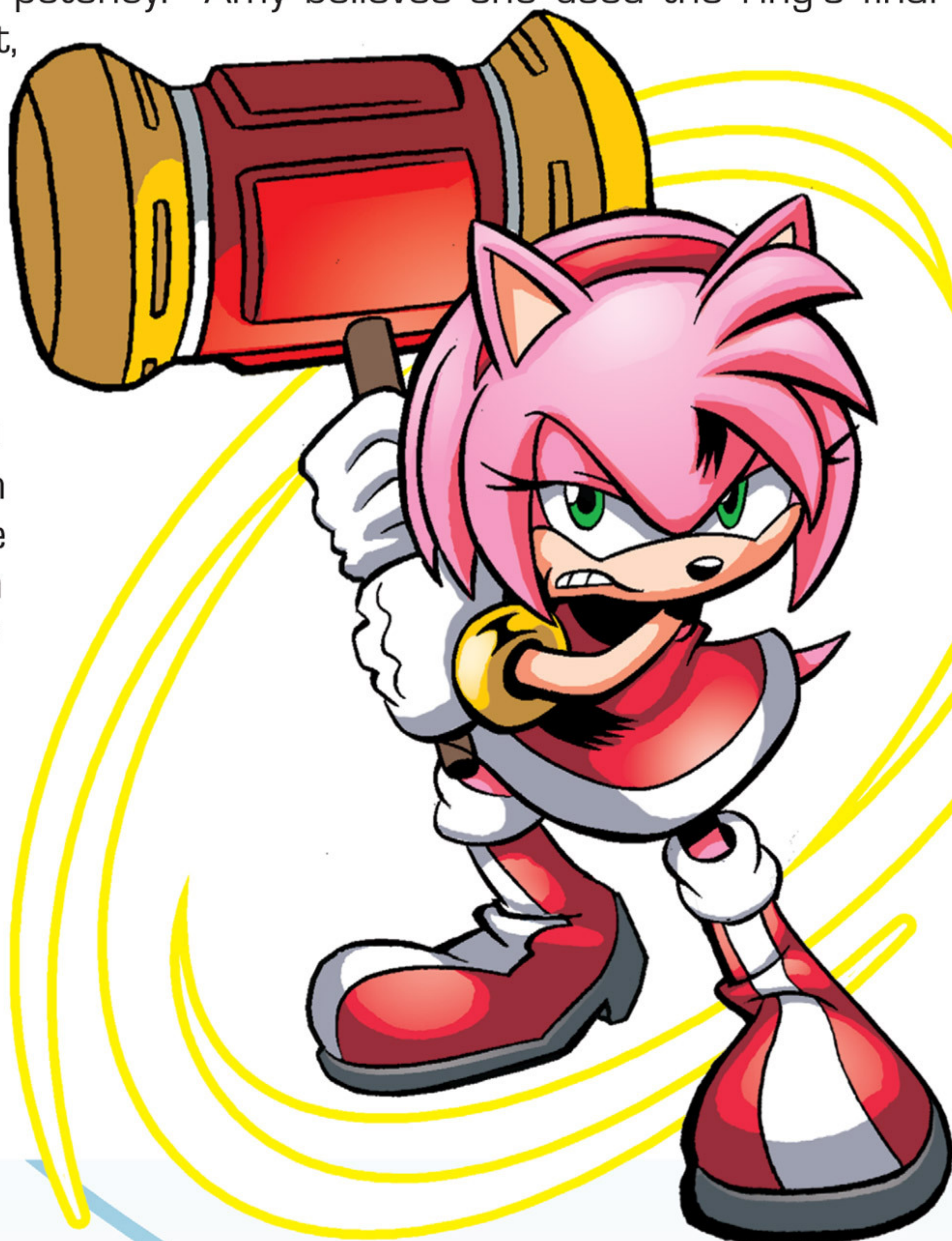
PROFILE STATS:

First Appearance:

Sonic the Hedgehog #25

Abilities:

Piko Piko Hammer – A massive mallet that appears from nowhere and causes incredible damage with seemingly little effort.



ROTOR!

THE WALRUS

PROFILE STATS:

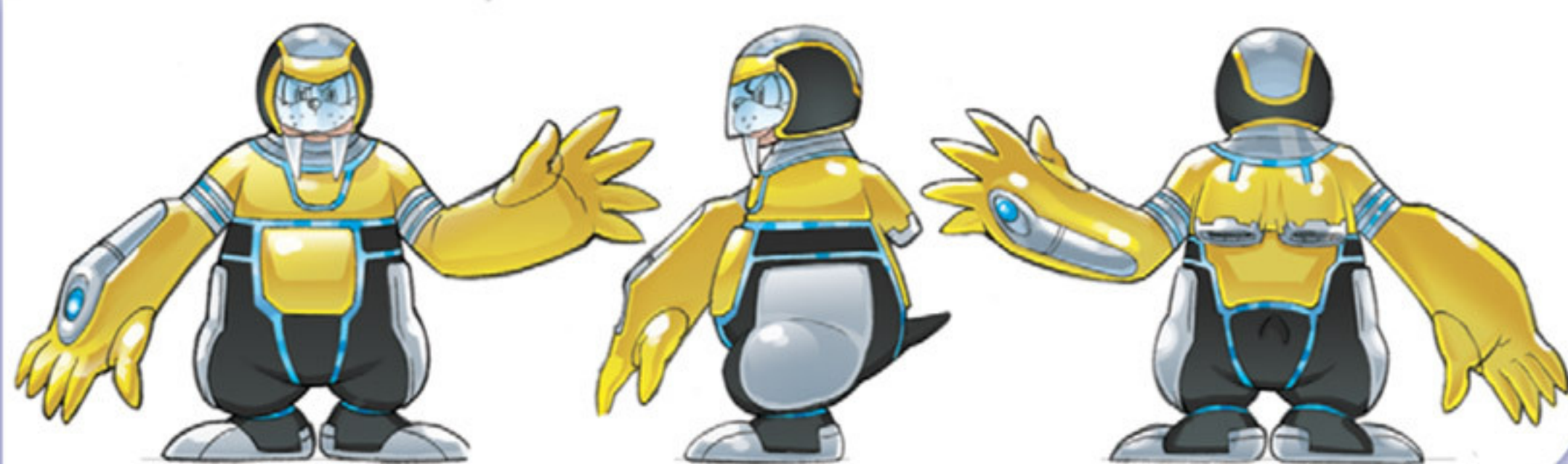
First Appearance:

Sonic the Hedgehog #0

Abilities:

Strength – Above-average strength.

Genius – A brilliant inventor who has created vehicles and weaponry.



ROTOR'S NANITE BATTLESUIT

Rotor's parents, **Sherman** and **Georgette Walrus**, came to **Old Mobotropolis** for new opportunities outside of the traditional **Herd** lifestyle. What they didn't expect was the **Great War**. Rotor grew up listening to his father's war stories and was inspired by tales of the impressive machinery of

the war. However, his family would later be torn apart by **Dr. Robotnik's** takeover.

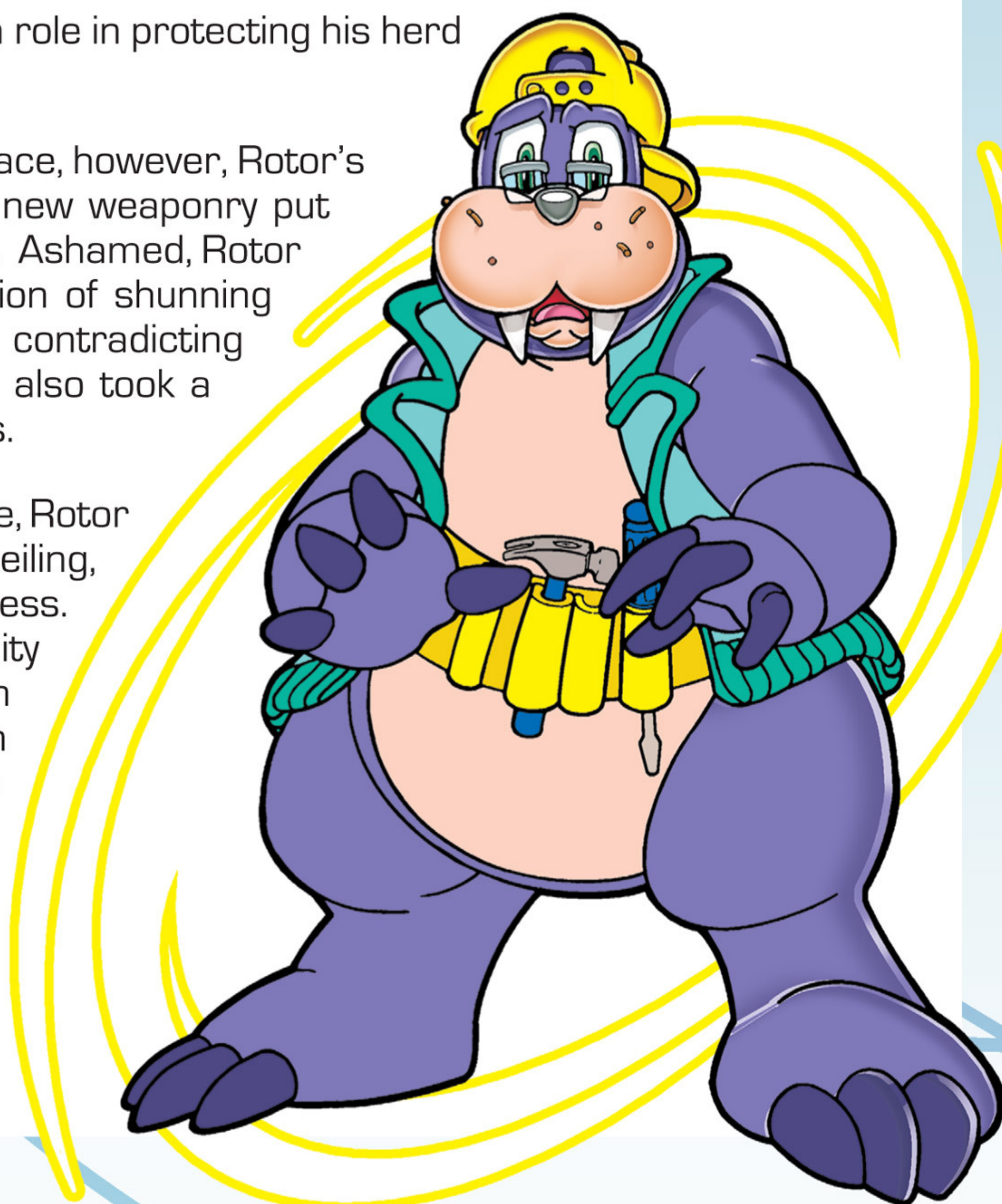
Sherman fell in the initial resistance. Rotor's mother (pregnant with his brother, Skeeter), were lost in the chaos of escaping refugees. Rotor was among many other children separated from their parents. He soon fell in with a group aiming to stop Dr. Robotnik: the **Freedom Fighters**.

Rotor lent his inventor's prowess to the team. But for every success he had some kind of failure – often with explosive results. This, and his interest in heavy weapons, earned him the nickname "Boomer."

Rotor was a tenacious member of the team and one of **Sonic the Hedgehog's** best friends. He was eager to join the firefights, which seemed odd compared to his otherwise gentle nature. His analytical thinking gained him a seat on both the **Knothole Council** during the **First Robotnik War** and in the **Restoration Committee** in its aftermath. He also played a role in protecting his herd from Dr. Robotnik many times.

During the year Sonic spent in space, however, Rotor's disposition shifted. His zeal for new weaponry put many of his friends in harm's way. Ashamed, Rotor fell upon the kingdom's convention of shunning firearms, even to the point of contradicting himself on his past actions. He also took a less active role in field operations.

During the destruction of Knothole, Rotor rescued **Tails** from a collapsing ceiling, but injured his back in the process. He regained most of his mobility but opted to "retire" to a position on the **Council of Acorn**. When the **Naugus**-led council voted to exile **Nicole**, Rotor resigned out of protest, donned his nanite suit, and became the leader of **Team Freedom**.



Antoine

D'COOLETTE

PROFILE STATS:

First Appearance:

Sonic the Hedgehog #0

Abilities:

Swordsmanship – Excels with the use of his saber.

Training – Antoine has limited but formal military training from his father.

Pilot – A seasoned airplane and balloon pilot.

Antoine was born to **Armand** and **Marie D'Coolette** just before the **Great War**. Armand had moved the family from **Mercia** to serve **King Maximillian Acorn**, somewhat to Marie's discontent. While Armand tried to raise his son in the local language, Marie taught their native tongue. Amid the chaos of the Great War, poor Antoine would be doomed to flub both languages.

Antoine was shaken by a stream of tragedy. His father led the first resistance against **Dr. Robotnik's** takeover and was lost. His mother fell terminally ill shortly after, leaving Antoine orphaned in **Knothole**. Following in his father's footsteps for direction, he enlisted himself as a soldier in the **Freedom Fighters**.

Antoine tried to hide his inner doubt and jumpiness with swaggering bravado, earning him endless heckling from **Sonic the Hedgehog**. His romantic advances towards the princess were snubbed, which worsened his self-esteem. A break came in the form of **Bunnie Rabbot**, who managed to see the scared but heroic boy beneath the façade. She eventually helped Antoine ease into his true self.

Hardship would not leave Antoine alone, though. Armand was found alive as the robian leader of Dr. Robotnik's forces in Mercia and eventually deroboticized. Sadly, the love, recognition and family Antoine had always hoped for were nearly swept away by his evil twin, **Patch** from **Moebius**, who impersonated him for months. Thanks to Sonic, Antoine was returned in time to save his relationship with Bunnie, but was forced to watch his father succumb to a fatal poisoning.

Antoine later proposed to Bunnie. The two were wed in **Knothole City** just days before it was razed by Dr. Robotnik's forces. Some time later, **Ixis Naugus's** magic returned Bunnie to normal, opening a chance for them to start a family. However, during one of **Dr. Eggman's** attacks, Antoine made the ultimate sacrifice to save **Elias Acorn**. Antoine now lies in a coma.



BUNNIE RAB-BOT

PROFILE STATS:

First Appearance:

Sonic the Hedgehog #3

Abilities:

Cybernetics – These feature many useful tools, such as telescoping limbs, jet feet for flying, a transforming arm cannon and energy shield generator.

Martial Artist – Trained in judo.

Bunnie Rabbot (pronounced rah-BOH) was born in the **Southern Baronies** just before the **Great War**. Her parents died during the conflict. Bunnie was raised by her **Uncle Beauregard** and **Aunt Lulumae** happily for many years. However, things soured when her uncle claimed her parents had died in service of the **Overland** due to long-standing tensions between the Southern Baronies and the **Kingdom of Acorn**.

Bunnie rejected the notion that her parents were traitors and ran away from home, cobbling together a small farm on the edge of the kingdom's borders. She was soon found and captured by a pair of **SWAT Bots** and put into a portable roboticizer. **Sonic the Hedgehog** and **Rotor Walrus** came to her rescue a moment too late; Bunnie was half-roboticized. Instead of dwelling on this, Bunnie took to her new body well, even going so far as to introduce herself with a pun off her family name (pronouncing it RAH-bot).

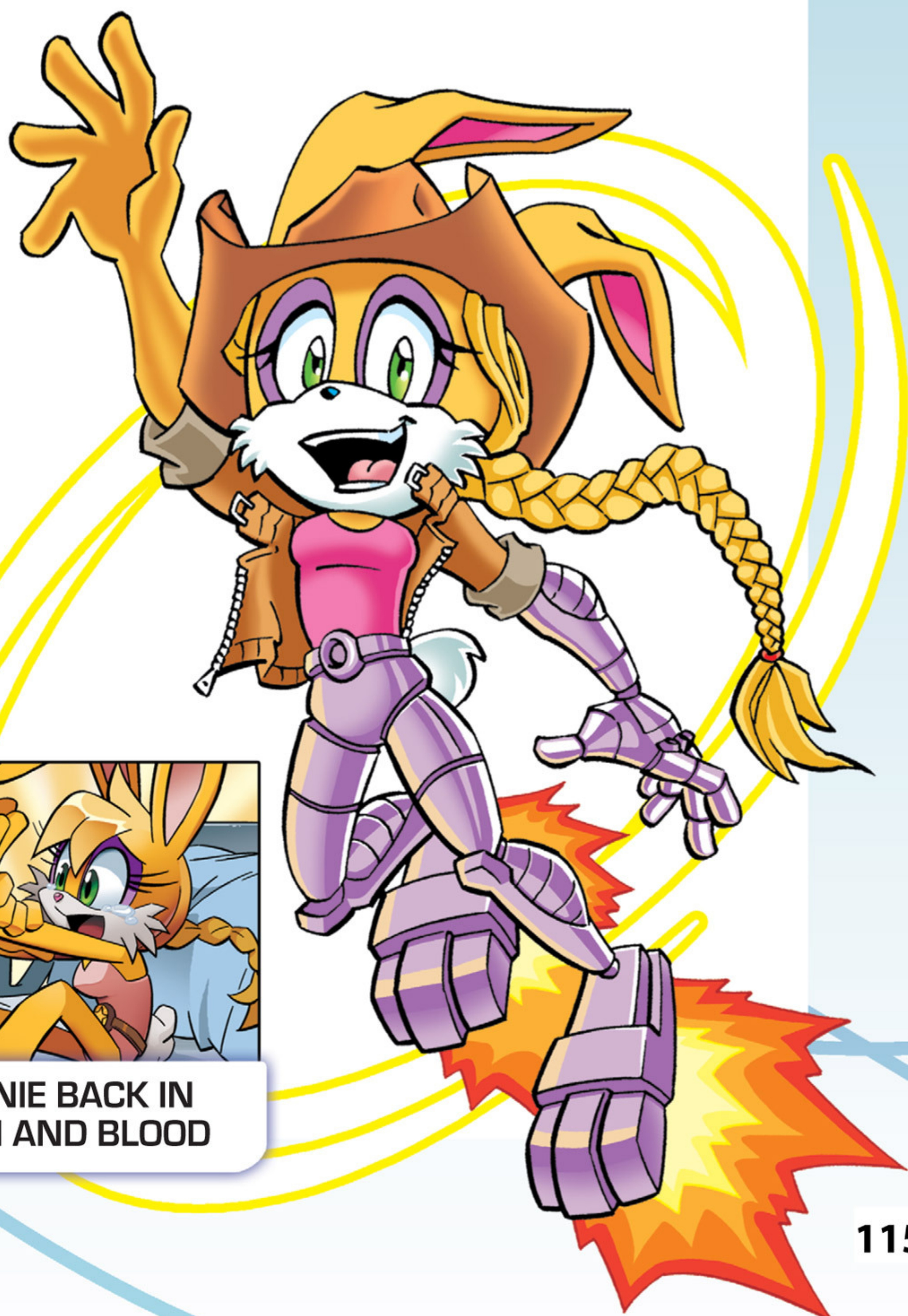
Bunnie bonded with **Sally Acorn** and quickly became one of the **Freedom Fighters**. She provided friendship to Sally, ran hard-hitting missions with Sonic, and managed to find the hidden hero within **Antoine D'Coolette**. While she put on a brave face, she did hold out hope that she would one day be returned to normal.

But then her body began rejecting her roboticized parts. She could accept an upgrade designed by **Dr. Quack** and **Nate Morgan**, but it would ensure she would never be derobotocized. With Antoine's love and support, she committed to her cyborg life. That love was later tested when **Patch of Moebius** posed as Antoine and actively tried to ruin the romance. Bunnie was shaken, and made a few questionable choices, but rebounded when Sonic managed to rescue Antoine from Moebius.

When Bunnie's cybernetics were accidentally crystallized by **Ixis Naugus's** magic, he attempted to undo the damage – miraculously reverting her to flesh and blood. Shortly after, however, Antoine was nearly killed while on a mission. Blaming her own powerlessness, Bunnie has left for parts unknown to “make things right.”



BUNNIE BACK IN
FLESH AND BLOOD



DR. ROBOTNIK

Ivo Kintobor "EGGMAN"

Dr. Eggman was born **Julian Kintobor** in 3189 to **Ivo and Bertha Kintobor**. Living in **Megapolis**, Julian studied under **Nate Morgan** before sabotaging him and taking over his lab. He later developed weapons for the **Great War**, using citizens as test subjects. The **Minister of Justice**, his brother, sentenced him to imprisonment, but Julian escaped and fled into the wilderness, where he was found by **Jules** and **Charles Hedgehog**.

Julian was granted asylum by **King Maximillian Acorn**. He was tutored in warfare by **Warlord Kodos**, who found a kindred ruthless spirit despite his hatred for **Overlanders**. Kodos revealed his own plans to conquer the kingdom and Julian took the opportunity to betray him. With Kodos's tactics and his own genius, Julian turned the tide of the war and organized the final duel between **King Acorn** and **Overlord Charlemagne**. Then, using the peacetime to prepare, Julian launched a coup d'état against his foster nation. His conquest used three things: the robots he'd built for **Mobotropolis**, Kodos's plans, and the roboticizer. Julian had discovered Sir Charles Hedgehog's research and sabotaged the project, making the would-be medical miracle a tool for enslavement. He conquered the city in hours, and then renamed himself "Dr. Ivo Robotnik" after his father and maternal grandfather. He then set about conquering **Mobius**. While he was met with resistance, nothing kept his attention more than the **Knothole Freedom Fighters** – especially **Sonic the Hedgehog**. Here time takes two paths: in the **Prime Universe**, Dr. Robotnik's war ended with the firing of his **Ultimate Annihilator**. Thanks to **Snively's** treachery, Dr. Robotnik was erased from existence. In another timeline, however, his final battle with Sonic led to him being roboticized and his body destroyed. He uploaded his mind to an incomplete satellite where he eventually met his Prime counterpart and was inspired to strike back. This alternate Robotnik succeeded in rebuilding his body and destroying all life on his Mobius.

He then traveled across time and space to conquer **Mobius Prime**. Although his robot body was destroyed a few times, he uploaded his consciousness into a new body – the body now commonly called "Dr. Eggman." He hated the nickname, but in an effort of self-empowerment, he embraced it and called his territory the **Eggman Empire**. Dr. Robotnik's robot body was later transformed into flesh-and-blood by the **Bem** as part of an experiment, but it didn't change his lethal desires. Despite repeated defeats, set-backs and even death itself, Dr. Robotnik continues to rule with an iron fist and an even darker, stronger will.

PROFILE STATS:

First Appearance:

As Julian Kintobor: *Sonic the Hedgehog* #43

As Dr. Robotnik: *Sonic the Hedgehog* #0

As "Dr. Eggman": *Sonic the Hedgehog* #75

Abilities:

Genius – Despite his eccentric behavior, Dr. Robotnik possesses an unmatched intellect, able to envision, build and operate just about anything.



SNIVELY

ROBOTNIK

PROFILE STATS:

First Appearance:

Sonic the Hedgehog #8

Abilities:

Genius – while not on par with Dr. Robotnik, Snively is still an incredibly gifted inventor.

Snively Robotnik was born **Colin Kintobor, Jr.** in 3206 to **Colin Sr.** and **Miriam Kintobor**, the latter dying in childbirth. Colin Sr. tried not to let it embitter him to his son, but Snively grew up to be everything he wasn't: small, weak, and grotesque. Colin Sr. was the first to call him "Snively" for his sniveling manner, and the would-be tyrant resented it. The only person who could call him that and make it sound endearing was his beloved uncle, **Julian Kintobor**.

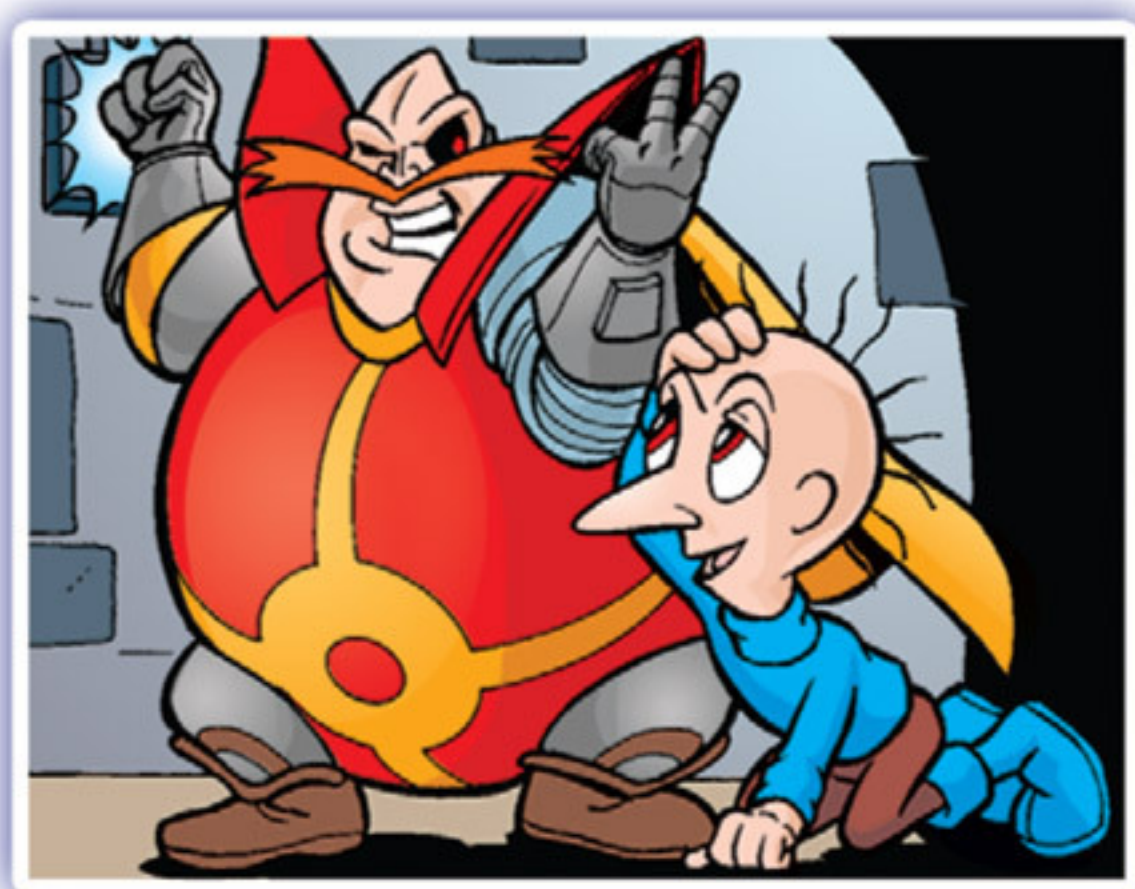
During the **Great War**, Snively followed Julian to the **Kingdom of Acorn** and happily did the grunt work needed to establish his uncle's rule. But Julian, who had been playing him from the start, dropped the façade and abused his nephew. Snively's love turned to hate and he plotted to take the empire for himself. A number of schemes failed until he assigned Dr. Robotnik's bio-signature to the **Ultimate Annihilator**, ensuring his uncle's demise. But then he was arrested by **Geoffrey St. John** and sent to the **Devil's Gulag**.

Snively briefly commanded the early **Destructix** before being "reunited" with **Dr. Eggman**. Fearing for his life, he aided the **Freedom Fighters** and went into hiding, but he couldn't survive on his own. When the **Overlanders** returned and settled in **Robotropolis**, he tried to hide among them. Instead, he was found by Dr. Eggman and Colin Sr. The father-son reunion seemed sweet, but both men knew of the bad blood between them.

Snively returned to serving his uncle, even allowing himself to be roboticized to be protected from the toxic city. He was later turned back to normal by the **Bem**. Later, Dr. Eggman created his "son," **A.D.A.M.**

Snively saw the danger and left again, eventually joining the Freedom Fighters and their think-tank group, the **Brain Trust**. This alliance was short-lived, however, as the promise of power from his uncle was too much to ignore.

Snively later facilitated the **Iron Dominion's** brief take-over of the empire, falling in love with the **Iron Queen**. After the Iron Dominion's defeat, he attempted to unite his half-sister, **Hope**, and the Iron Queen in order to overthrow the **Eggman Empire** one last time, but was defeated. He's now locked in a **Prison Egg** in the bowels of the **Death Egg II** while an Infiltrator takes his place at the Iron Queen's side.

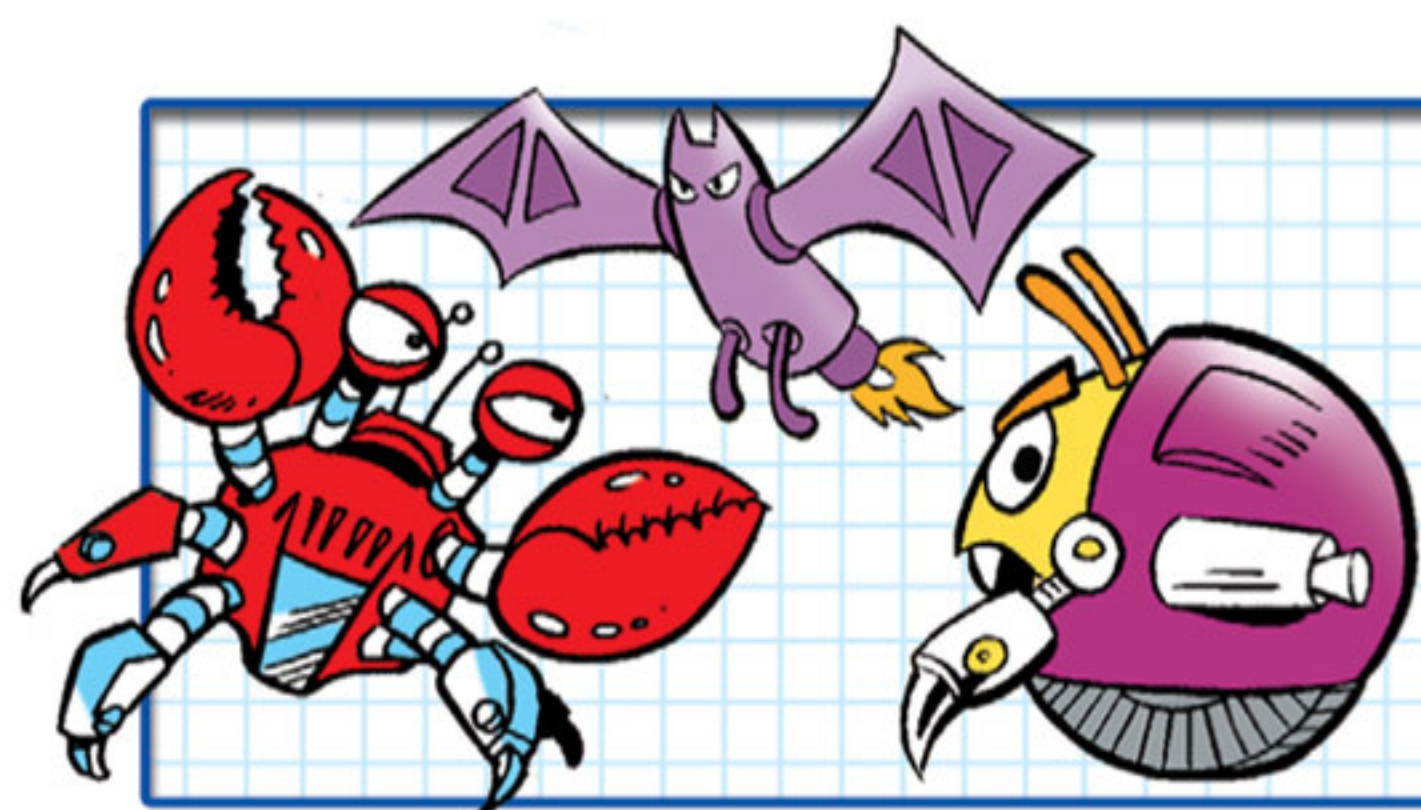


SNIVELY WITH HIS
UNCLE JULIAN



THE BADNIK HORDE

The Badnik Horde has been the backbone of the **Eggman Empire's** army up until very recently. The units used have changed over time, but their purpose remains the same: overwhelm the enemy with numbers with an easily replenished stock of soldiers.

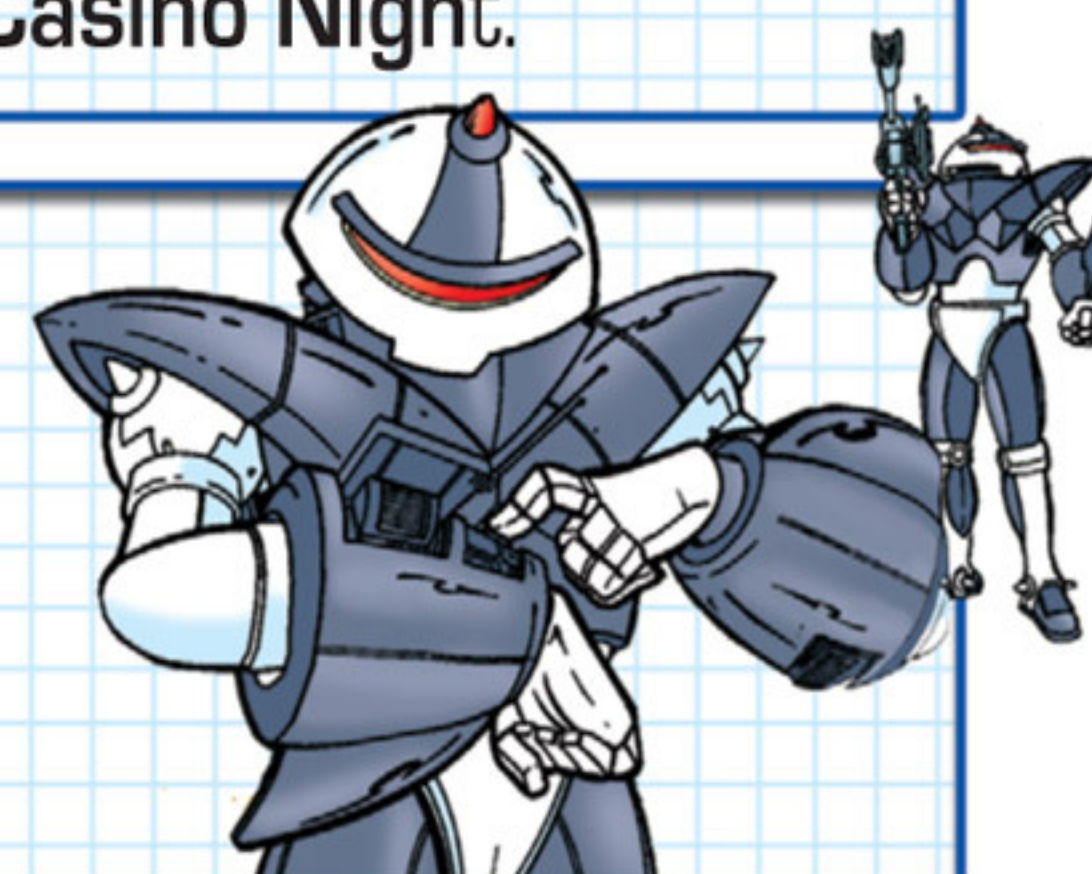


DESIGNATE: CLASSIC BADNIKS

There were over a dozen different models of the “classic badniks” – small robots with limited A.I., armament, and often modeled after mobinis. They were sent primarily to antagonize the young **Freedom Fighters**. The remaining classic badniks now work as wait staff at **Casino Night**.

DESIGNATE: SWAT BOTS

Briefly used as police enforcement in **Old Mobotropolis**, they were quickly converted to the primary ground troops and workers during **Dr. Robotnik's** initial rule. They too had limited A.I. but were armed with wrist-mounted laser canons, armor, and modular enchantments like jet-packs. Some still function as bouncers at **Casino Night**.

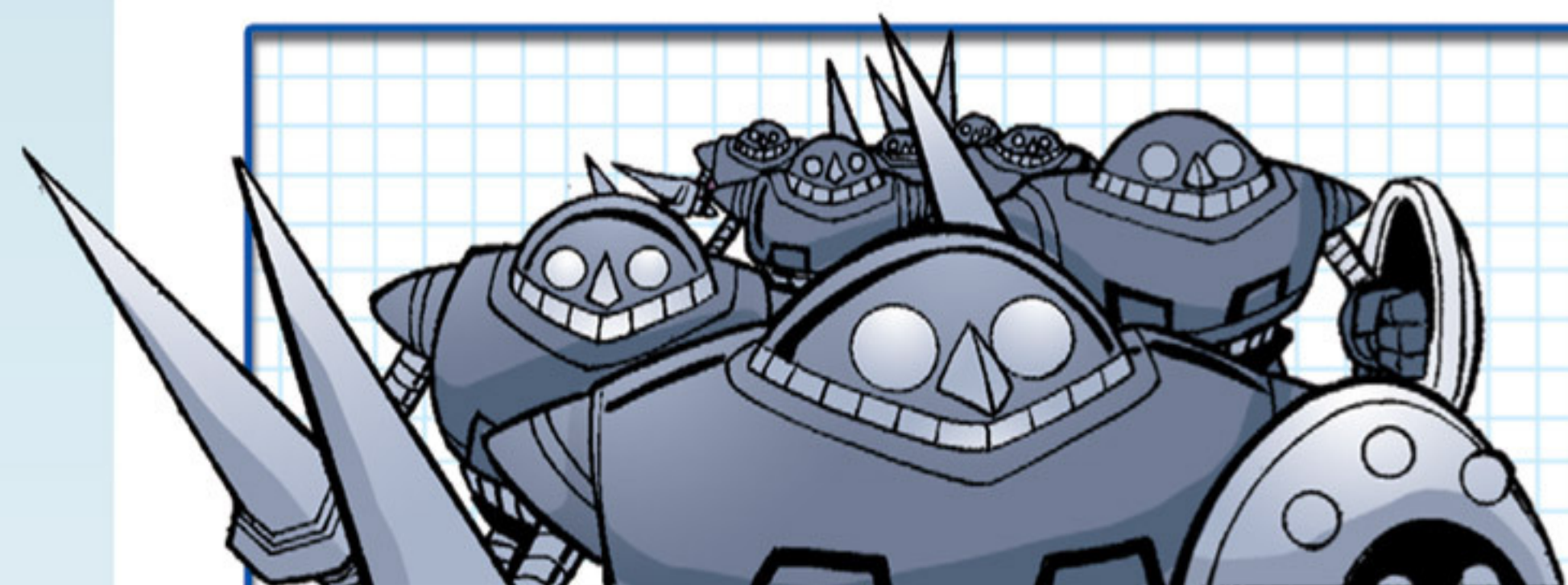
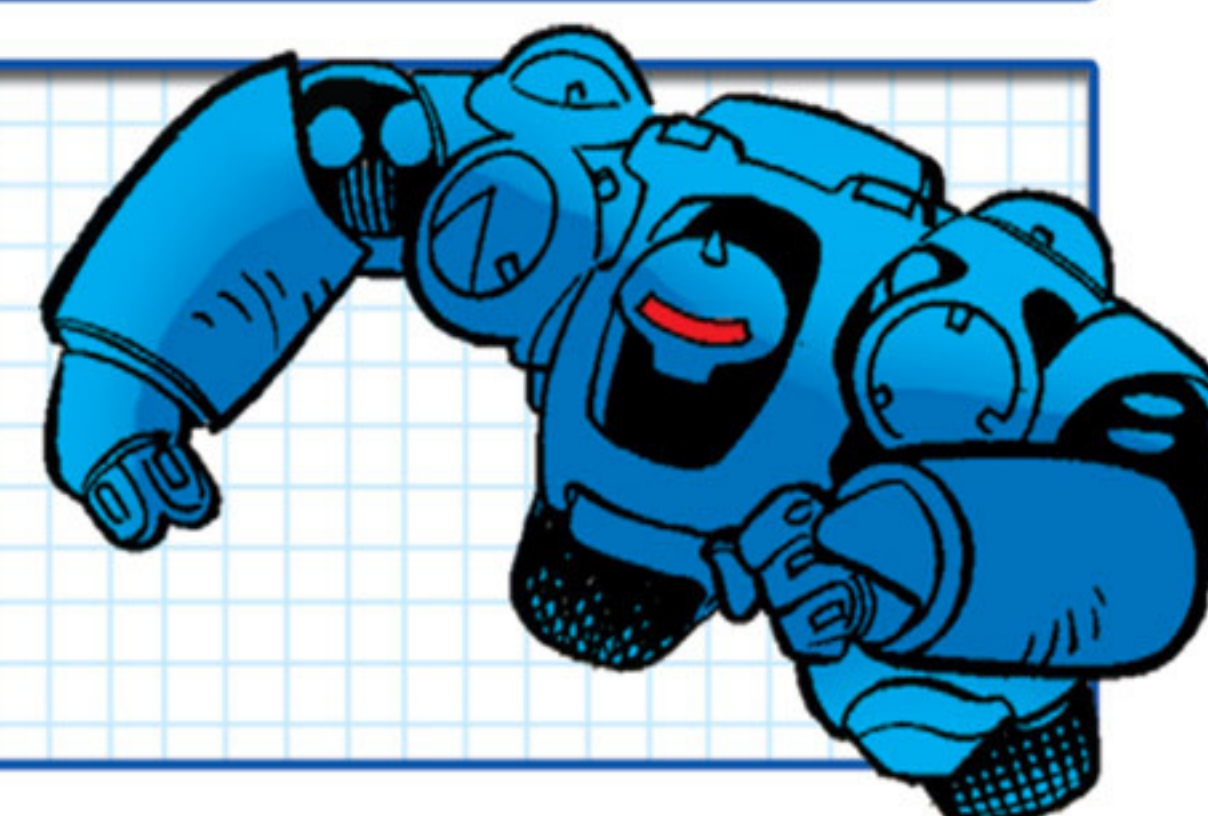


DESIGNATE: COM BOTS

A huge leap in lethality, these sported highly advanced A.I., a wide variety of weapons, a cloaking ability, much tougher armor and were generally hardier. A very limited number were made, and most were destroyed through trickery.

DESIGNATE: SHADOW BOTS

Upgraded SWAT Bots that came into use with **Dr. Eggman's** return. Less A.I. was devoted to “personalities” and more to battle algorithms. They also came in a two-story tall “deluxe” version. They were destroyed along with **Robotropolis**.

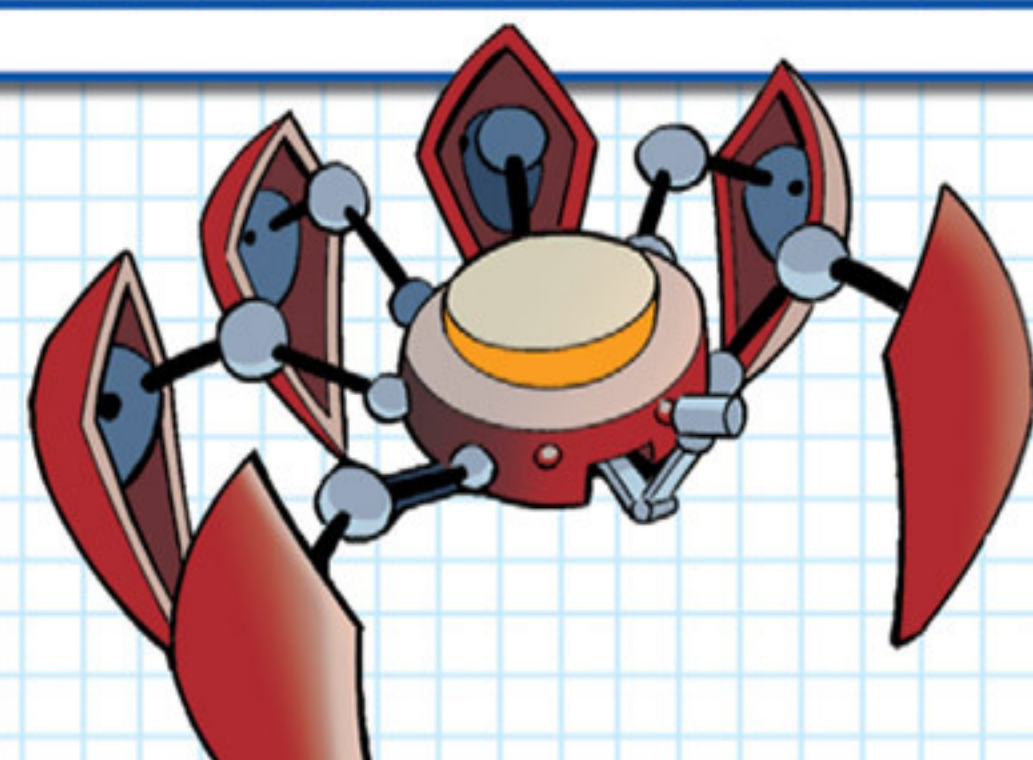
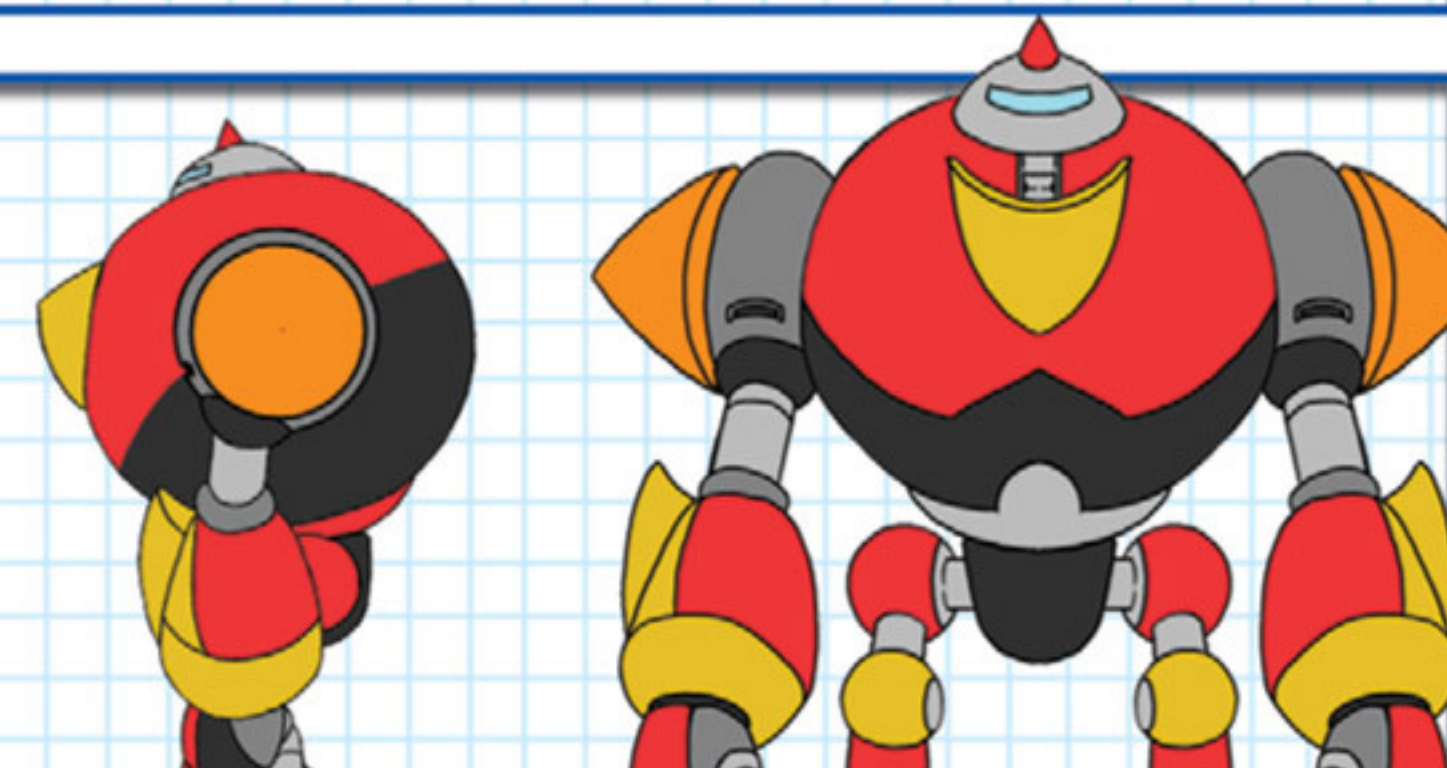


DESIGNATE: EGG PAWNS

The replacement for the SWAT Bots. The Egg Pawns were the ground forces with modular components and A.I. like SWAT Bots. **Egg Flappers** were the aerial variant, and **Egg Hammers** were giant heavy melee version. They were all wiped out by **Enerjak**.

DESIGNATE: EGG SWATS

The latest models combining Egg Pawn and SWAT Bot styles. Like their predecessors, they have numerous modular options and limited personality A.I.

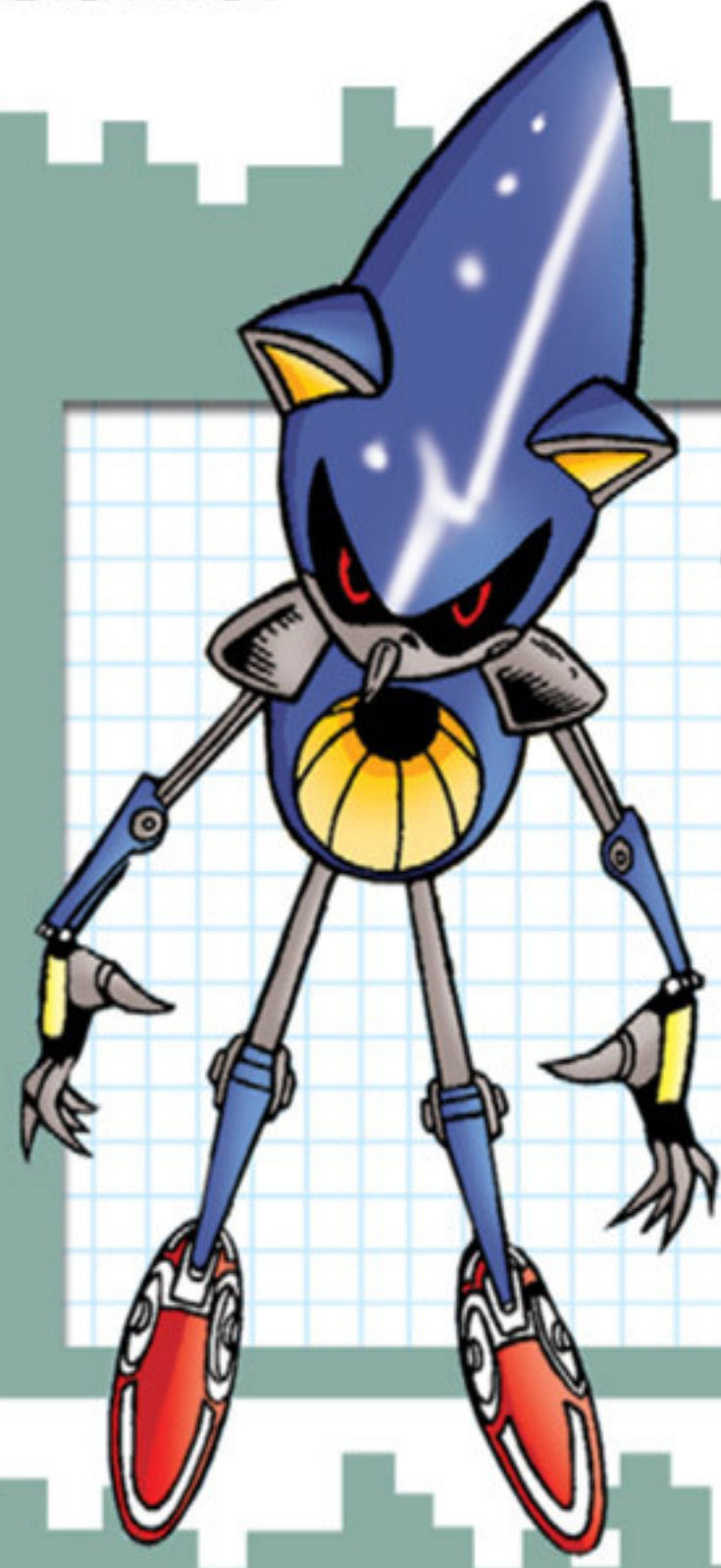


DESIGNATES: EGG MITES

There are two models. The worker drones maintain the interior of the **Death Egg II** while an assault version can be used to overwhelm targets. Their limbs close into an egg-shape for easy storage or deployment.

METAL SONIC SERIES

The Metal Sonic Series refers to the line of badniks designed after **Sonic the Hedgehog**, most specifically the sleek, blue robots directly referred to as “Metal Sonic.”

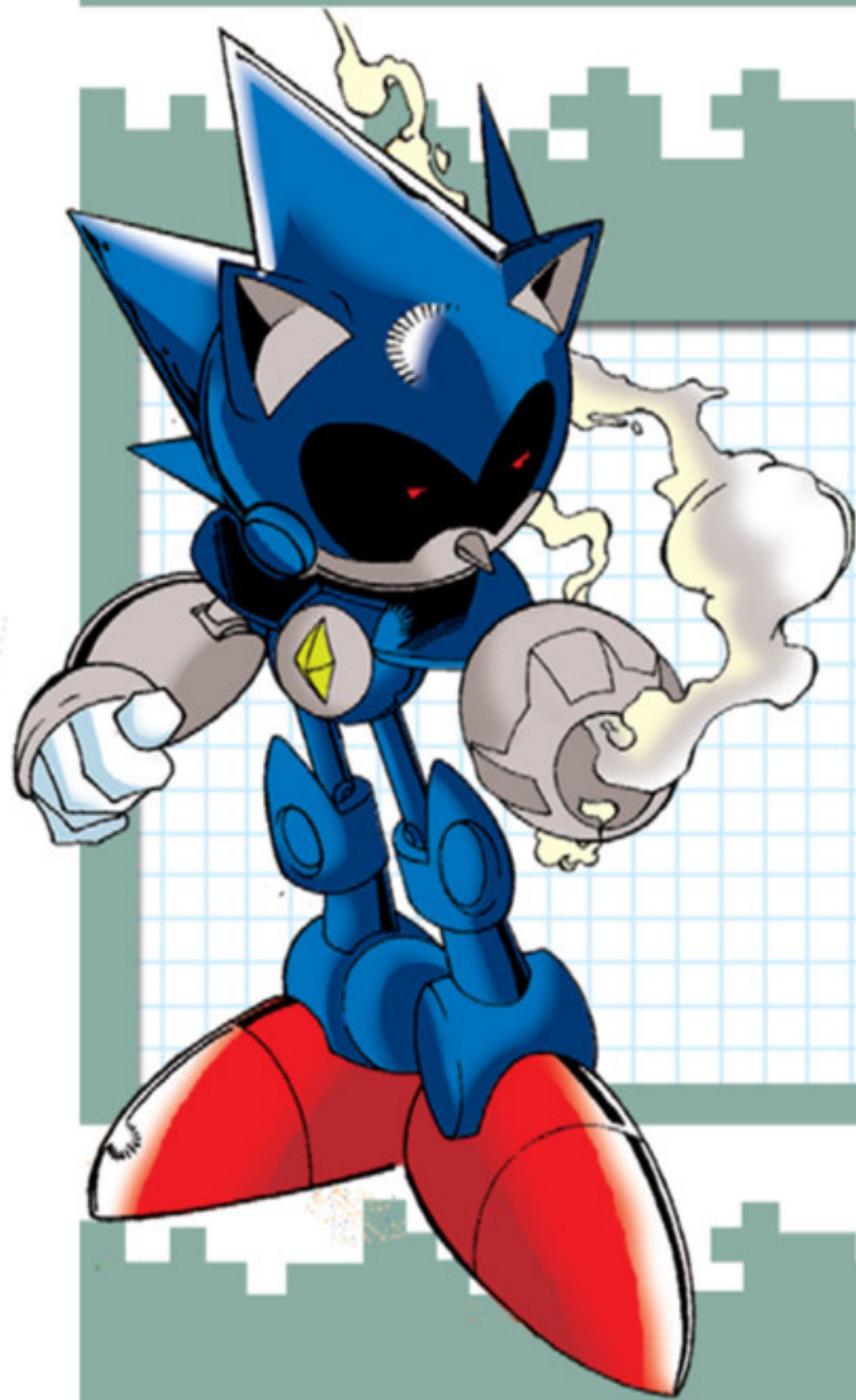
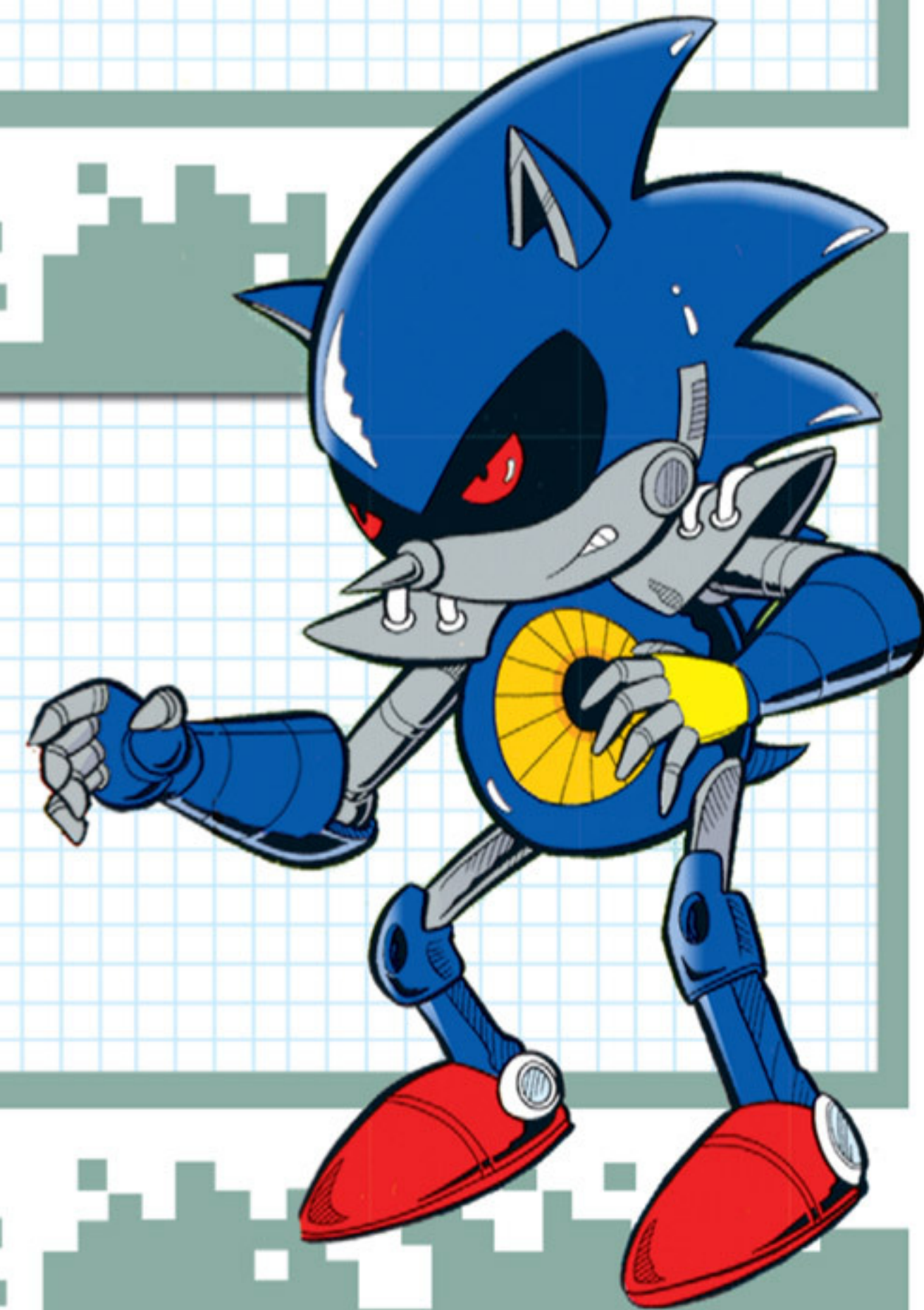


DESIGNATE: METAL SONIC V 1.0

This Metal Sonic raced Sonic in the **Collision Chaos Zone** for the safety of **Tails** and **Amy Rose**. This unit ended up melting itself with the heat of its own engine trying to keep up with Sonic.

DESIGNATE: METAL SONIC V 2.0

Salvaged and upgraded, Metal Sonic was pitted against the **Chaotix** during their first mission together. It was powered by a power gem at its core and was seemingly destroyed.



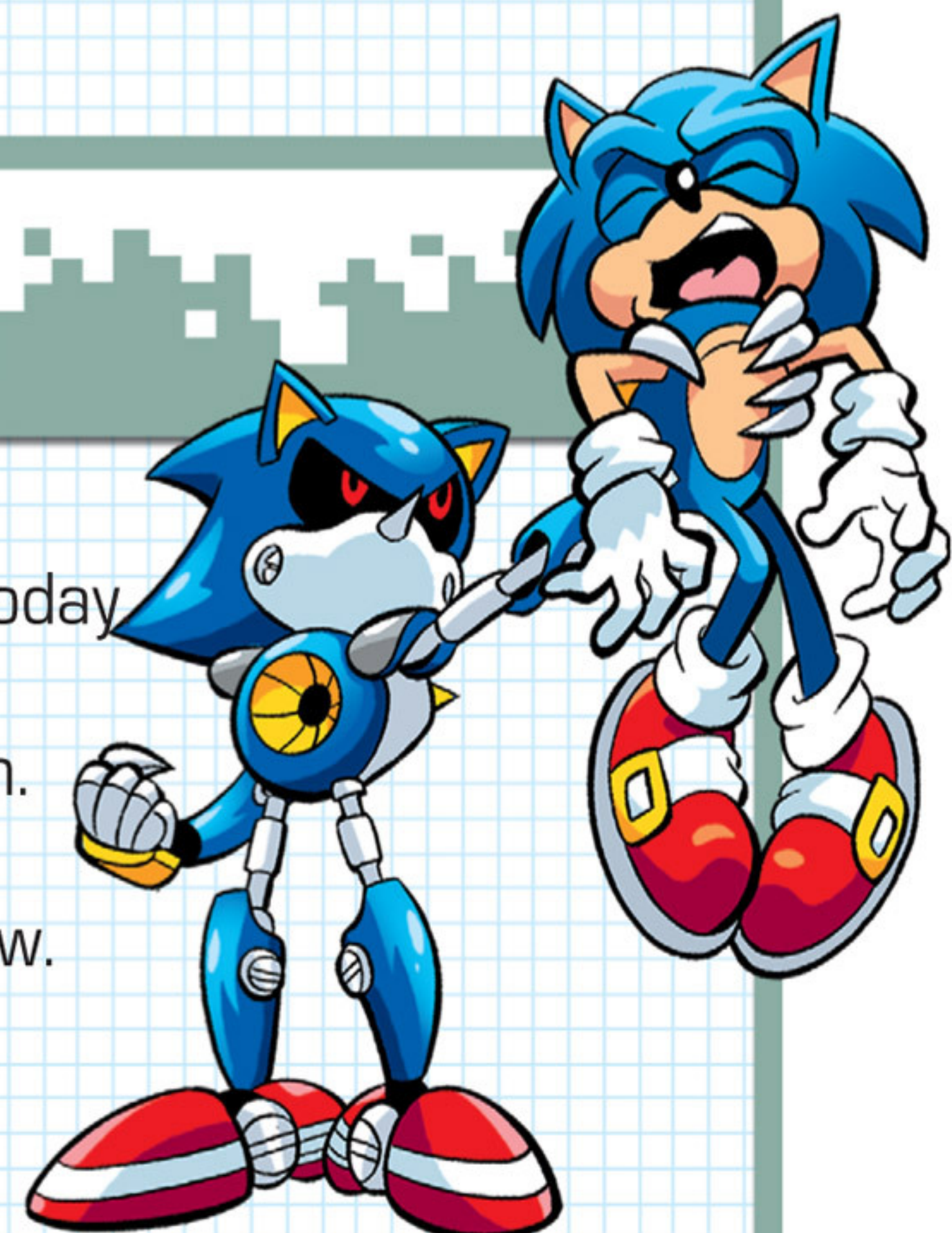
DESIGNATE: METAL SONIC V 2.5

The same unit survived its battle on **Angel Island** and underwent heavy self-repair, its A.I. advancing in the process. It was faster than Sonic and possessed metamorphic abilities. Ultimately, it learned the value of life and sacrificed itself to save Sonic and Tails.

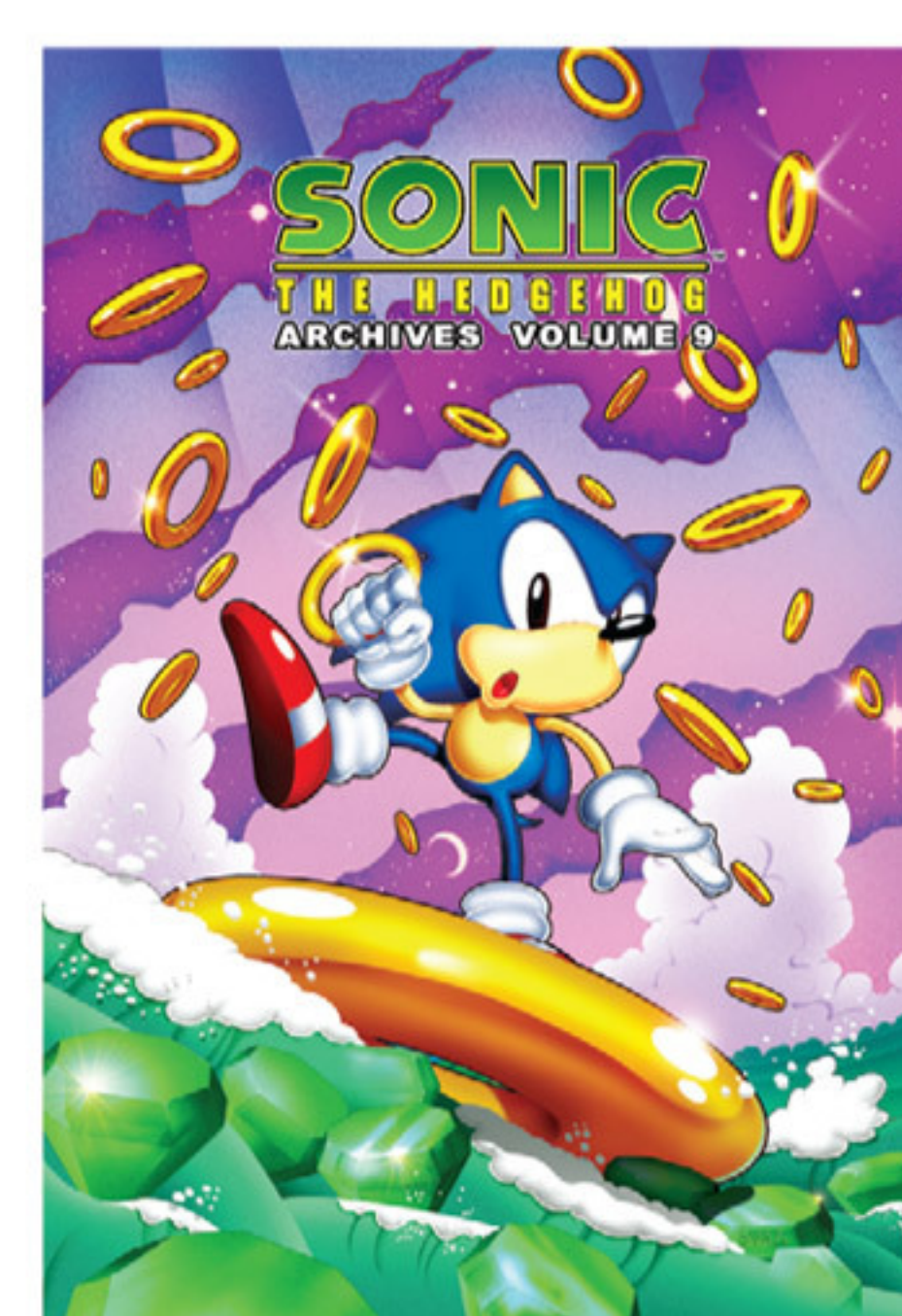
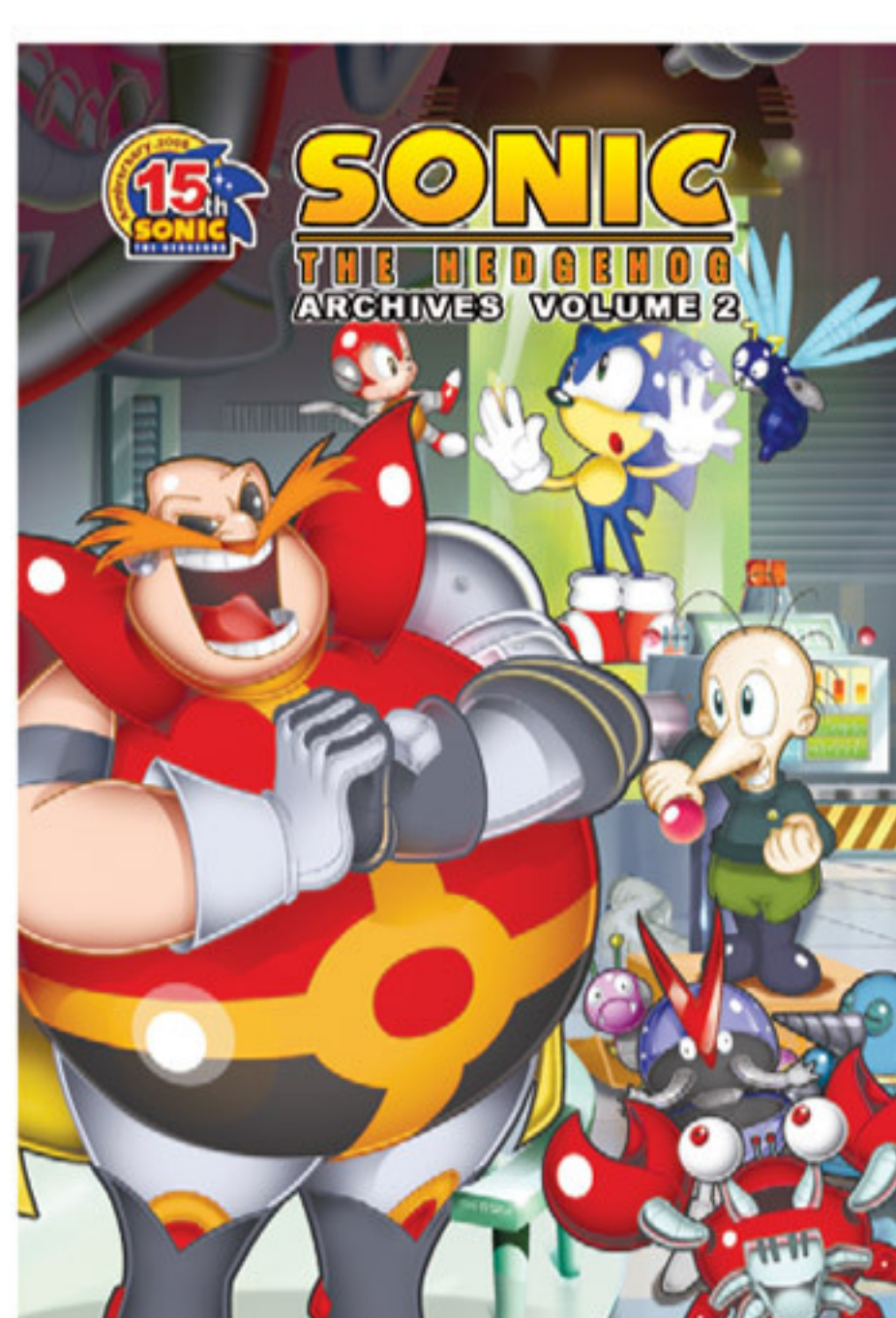
DESIGNATE: METAL SONIC V 3.0

Built from the ground up, this is the standard model in use today

- v3.0 – Battled Sonic and Shadow.
- v3.1 – Caught Sonic on the eve of Knothole City's destruction.
- v3.2 – Was paired with Metal Scourge.
- v3.3 – Traveled to Moebius and Blaze's world battling Shadow.
- v3.4 – Defended the Death Egg II.
- v3.5 – Blew up, severely injuring Antoine.
- v3.6 – Battled Team Freedom and lost to Shard.

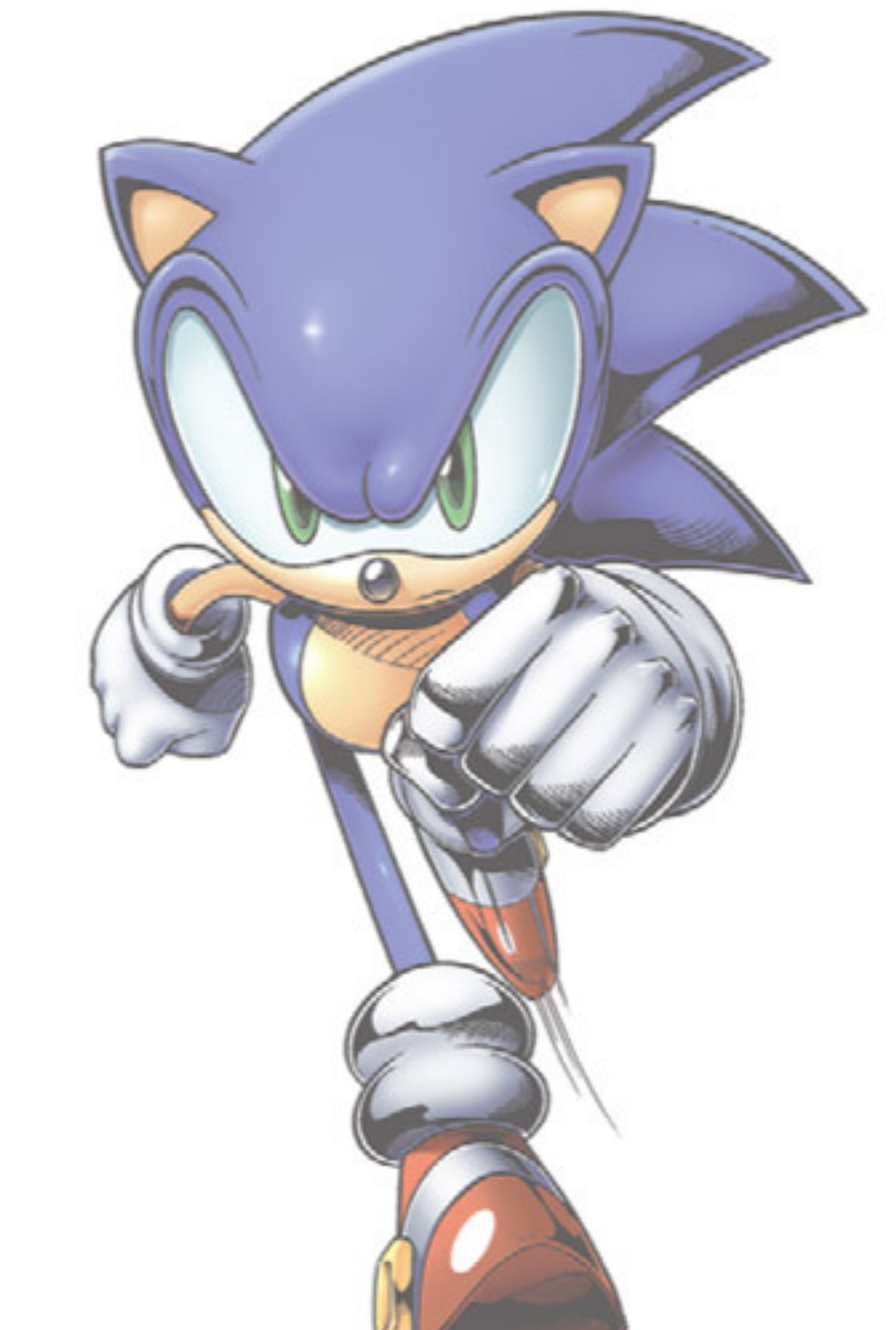
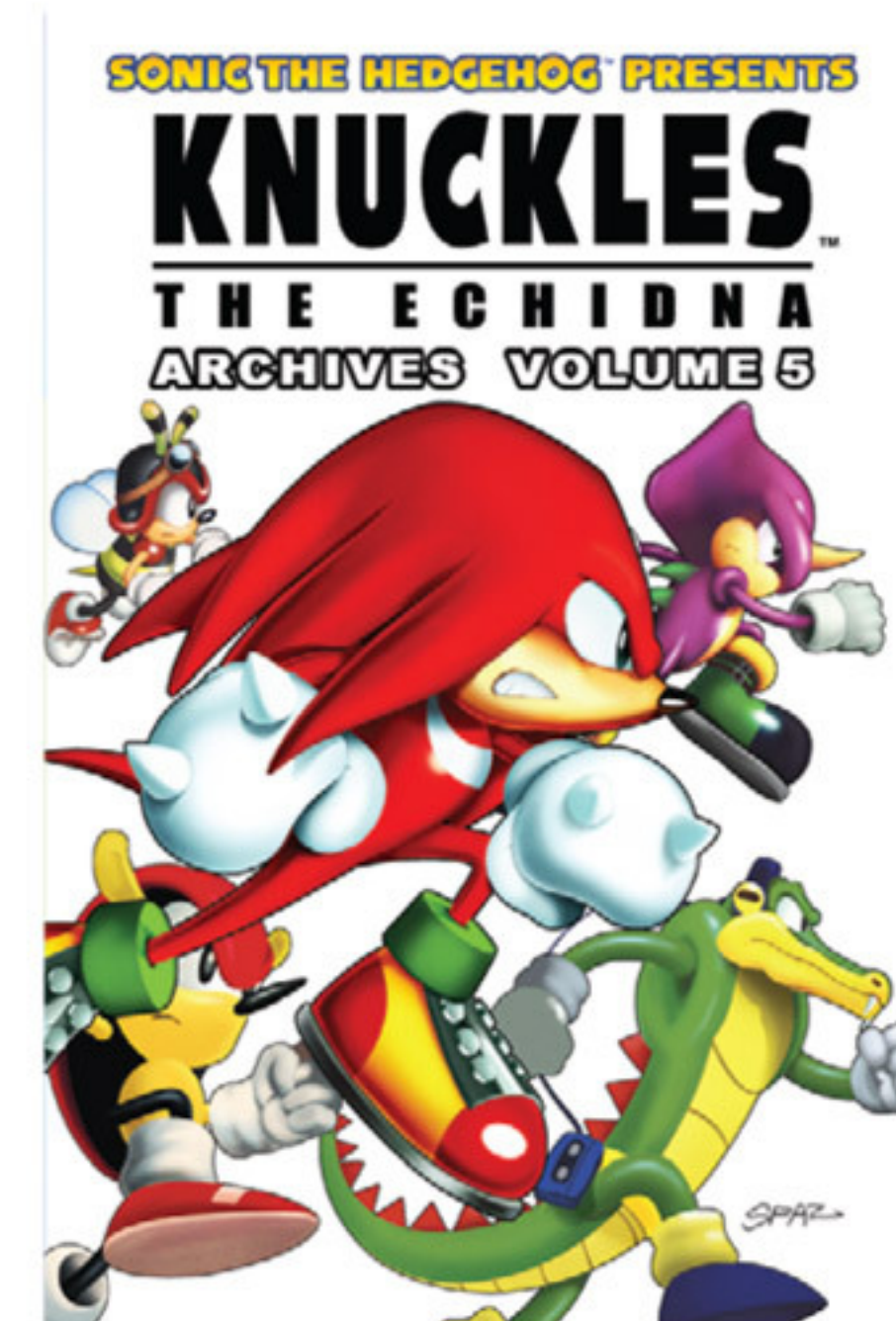
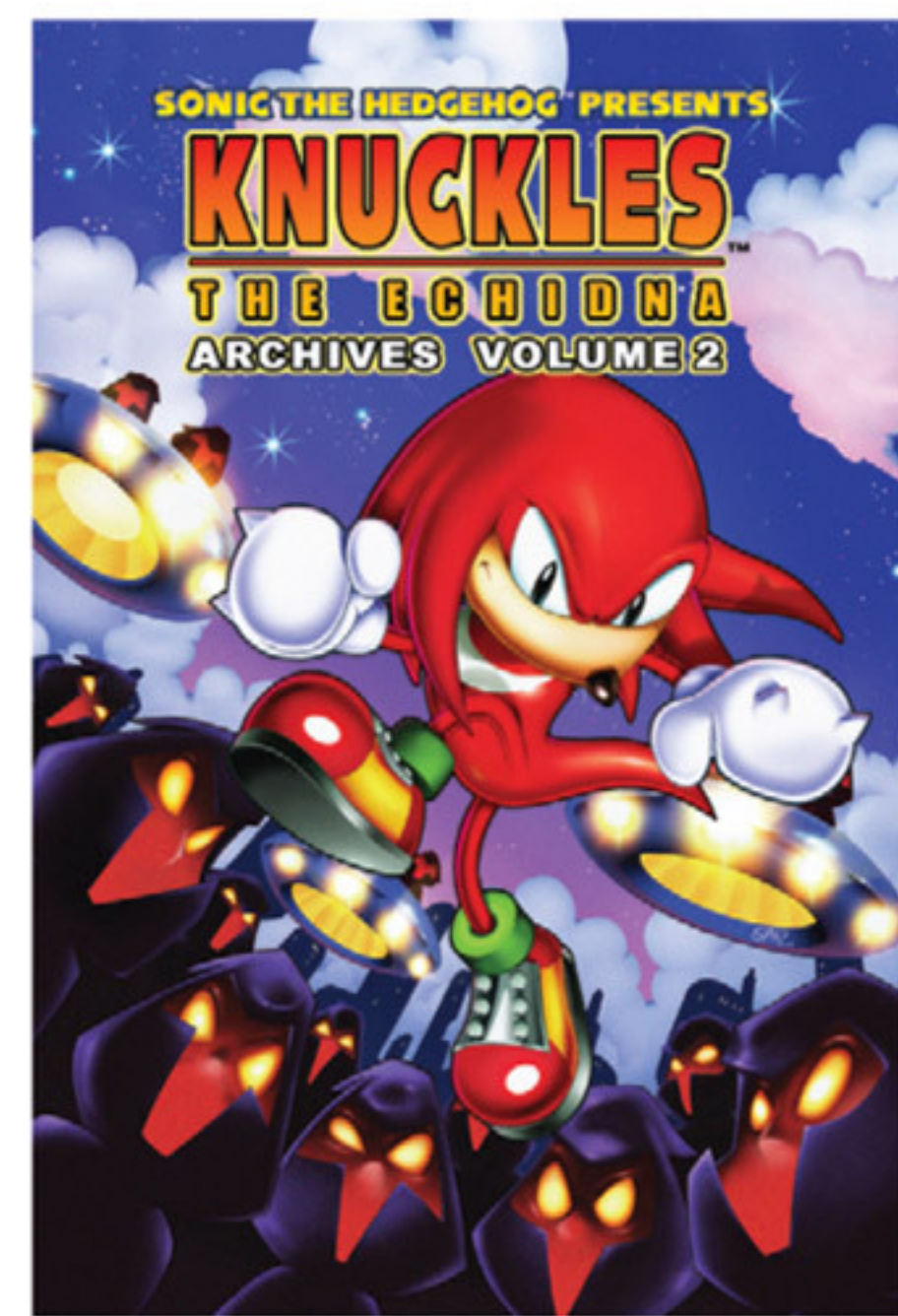
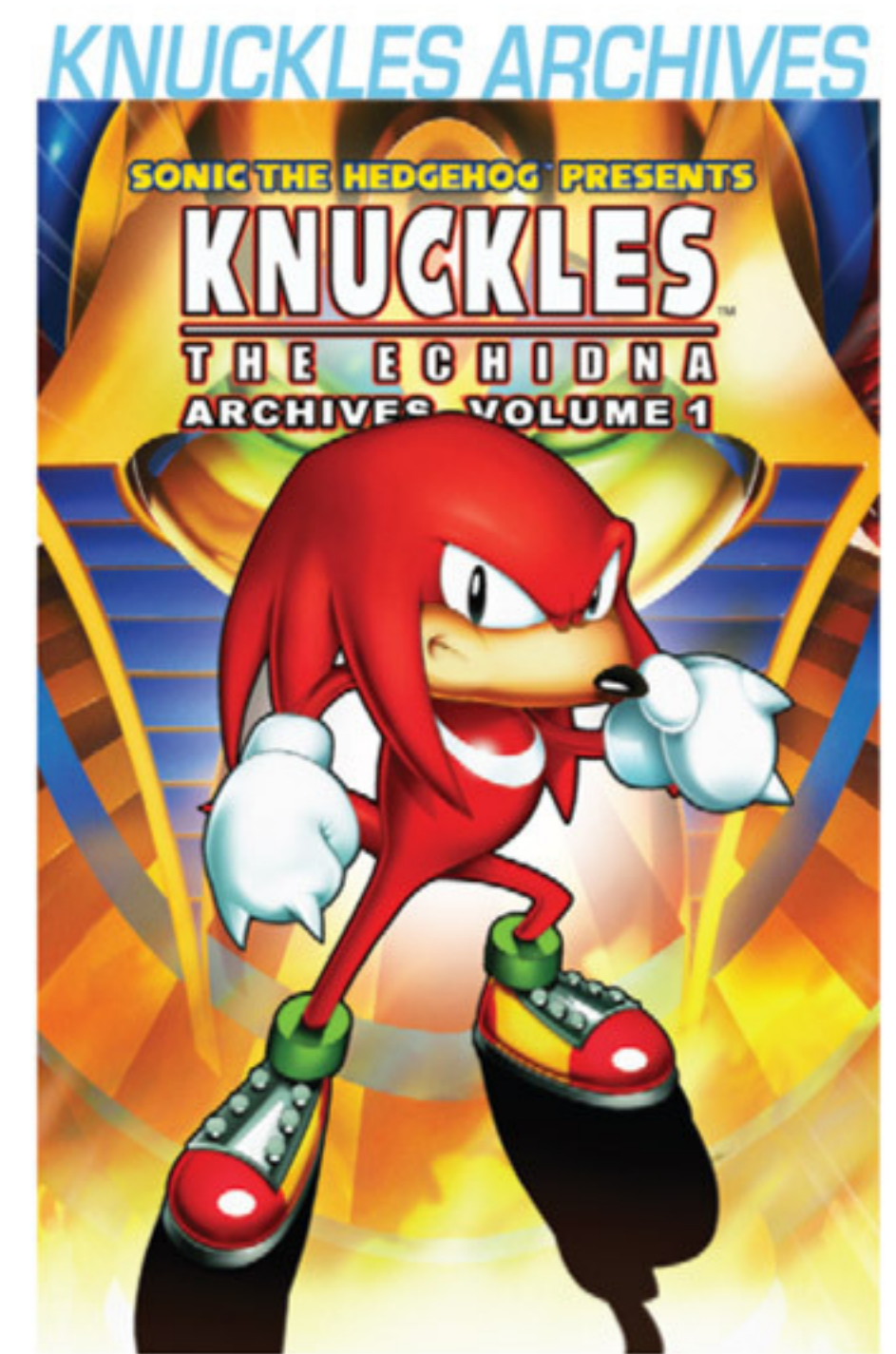


COVER GALLERY



COVER GALLERY

SONIC SELECT

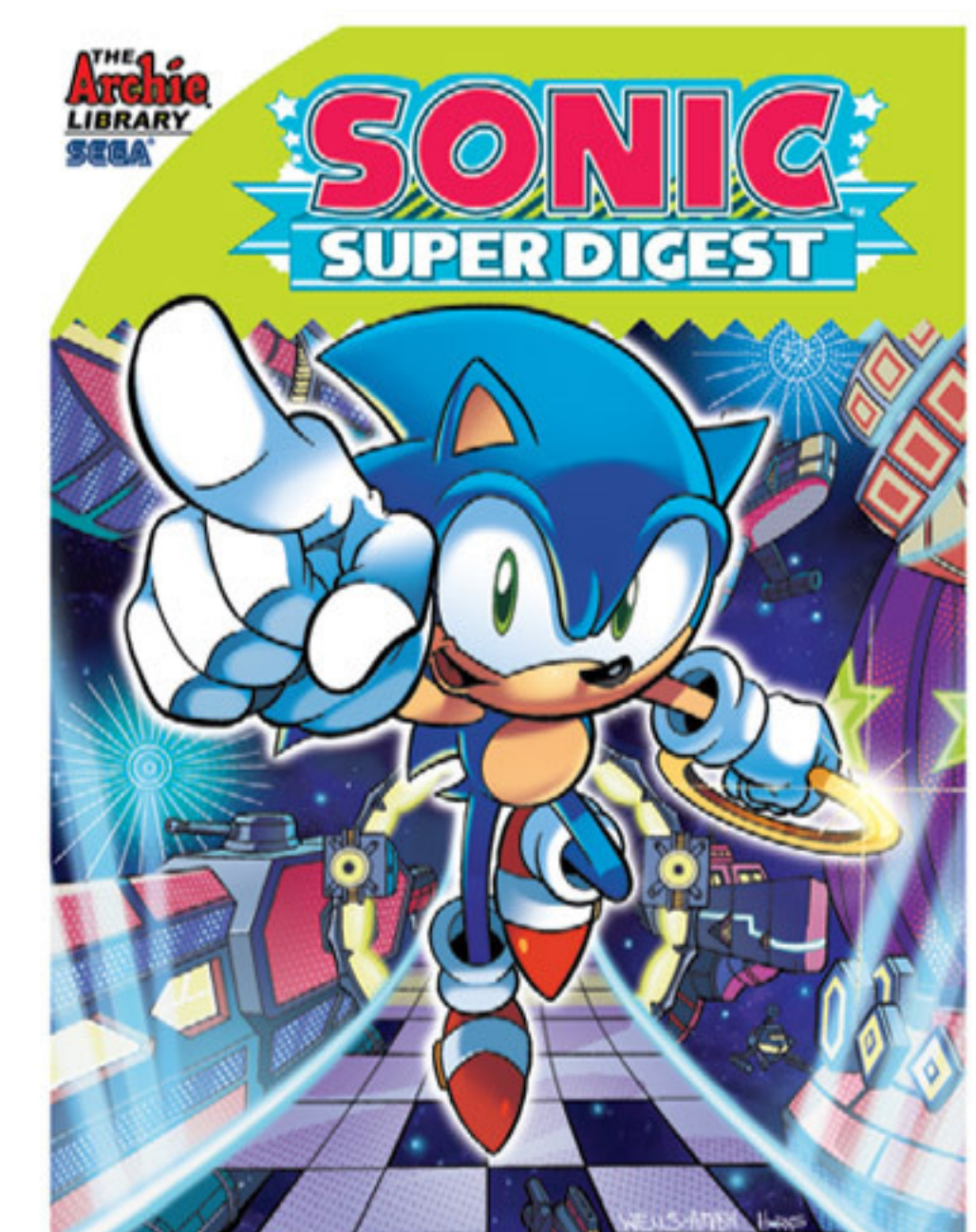


COVER GALLERY

SONIC UNIVERSE



SONIC SUPER DIGEST



BONUS PIN-UP!



SONIC SUPER SPECIAL

PRESENTS

FAST FORWARD



**CHECK OUT THE LATEST IN THE ONGOING SERIES
SONIC THE HEDGEHOG AND SONIC UNIVERSE!**



SONIC THE HEDGEHOG
251

SONIC THE HEDGEHOG 251

It's the final fight in the comic book crossover event of the year! The evil doctors have created their ultimate fortress in the Skull Egg Zone, and they are about to unleash some serious chaos! It's up to Sonic and Mega Man to power up and make things right. The ultimate battle ends in this cataclysmic conclusion!

SONIC SAGA SERIES BOOK 3

"Eggman Empire" is the story of evil triumphing over good and the heroes' struggle to fight back. As Dr. Eggman unleashes all of his might against our heroes, will they be able to endure? When down to the last hedgehog, can there still be hope for a happy ending?

AVAILABLE
JULY
2013



SONIC SAGA SERIES
BOOK 3

ON SALE AUGUST 6, 2013



SONIC UNIVERSE
54

SONIC UNIVERSE 54

It's a battle against all odds! Sonic & Mega Man vs. Metal Sonic & Bass. As hero and rival battle, the two devious doctors have their own plans. The evil scientists battle station is complete and ready to finish off our heroes once and for all!

SONIC ARCHIVES 21

A new challenge awaits Sonic and his friends as they enter Station Square! A utopian city is threatened by the evil might of Dr. Eggman. Can Sonic put an end to the mad man's mayhem before he takes over the city?

AVAILABLE
AUGUST
2013



SONIC THE HEDGEHOG
ARCHIVES VOLUME 21

ON SALE JULY 23, 2013

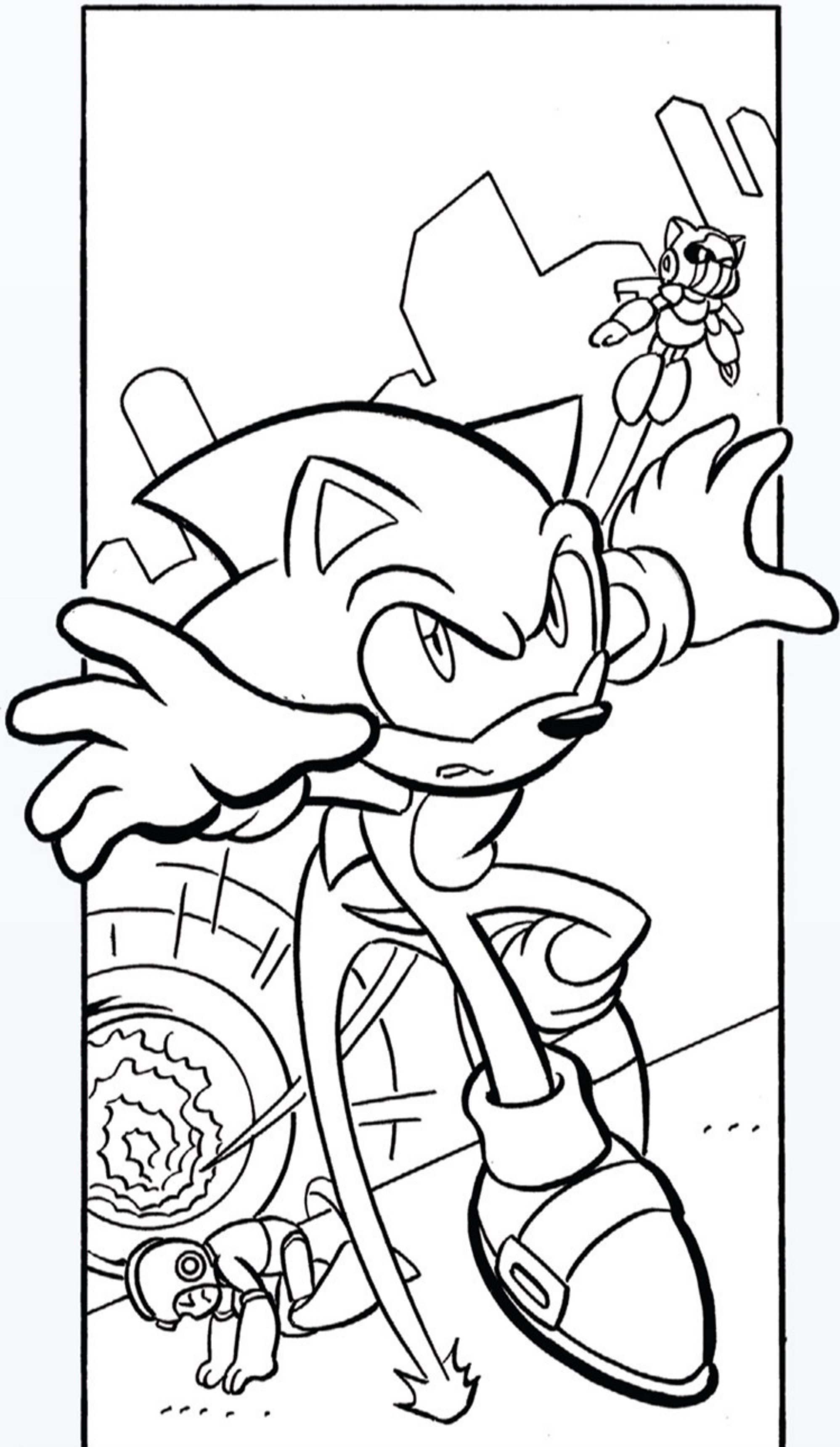
CHECK OUT THE SONIC SECTION @ WWW.ARCHIECOMICS.COM FOR MORE SONIC COMICS!

SSSM: Jim, you've been working on the Sonic the Hedgehog comic interiors longer than any other artist except Patrick "SPAZ" Spaziante himself -- what can you tell us about those first few issues you worked on? What was the state of the book at that time?

JA: The book was still in the humor/adventure mode and Manny Galan, who I had inked on many projects at Marvel, was the penciler. Manny drew the serious moments as believably as the funny ones, and I greatly enjoyed working with him. There was more emphasis on humor then than now, and the book had a free wheeling style that was fun to be a part of.



JIM AMASH
SONIC INKER EXTRAORDINAIRE!



FABULOUS FINISHER

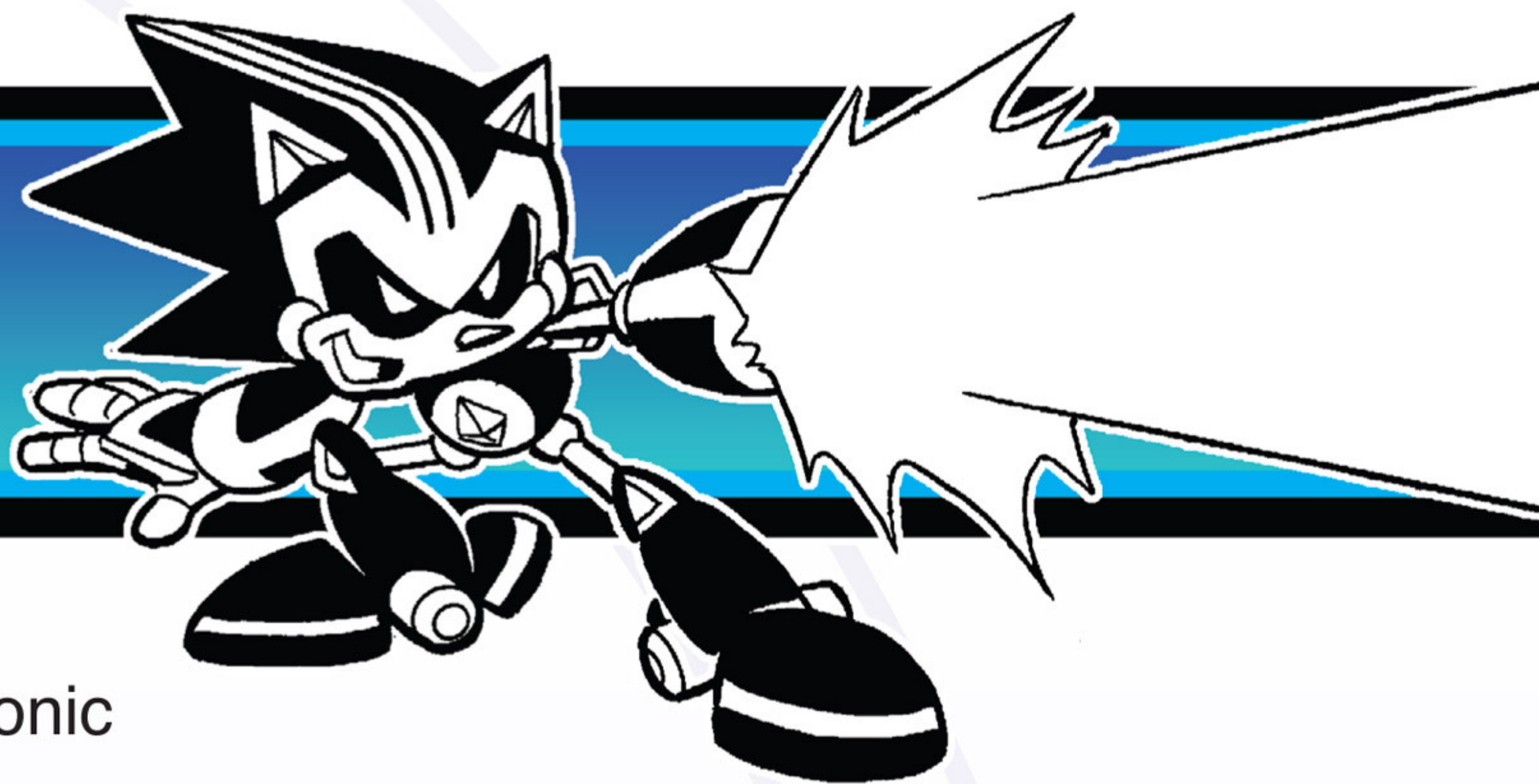
JIM CURRENTLY INKS ALL OF THE SONIC UNIVERSE STORIES, BUT HAS ALSO INKED MANY OTHER SONIC THE HEDGEHOG STORIES IN THE PAST INCLUDING THE FIRST 4 PARTS OF THE SONIC/MEGA MAN CROSSOVER STORY ARC!

SSSM: As an inker, it's your job to compose the final line work for a given issue. You also set the tone for a scene by adding depth and shading to the penciller's layout. What would you say is the biggest challenge you face when figuring out the final look and feel of a Sonic story? What comes most naturally?

JA: I consider the entire page, regardless of the number of panels on it, as a single unit of art. I look at the page to see what is happening on it, and what are the most important parts. Then I make a judgement on what I can do to enhance the pencils, stress the action, lead the readers' eyes from panel to panel - do anything and everything to aid the storytelling intent of the writer and the penciler. What comes most naturally to me is adding a three dimensional look to a two dimensional page, by varying line weights around the forms, spotting black areas, and adding textures where needed to create and separate foreground figures from middle ground and background forms. The reader needs to believe the characters are really doing what they are doing, so it's my job to help form a convincing world for them.

BRUSHED A MOVE!

JIM INKED THE AWESOME MILESTONE ISSUE, SONIC UNIVERSE 50! AVAILABLE NOW ON THE SONIC COMICS APP!



SSSM: Who have been some of your favorite pencillers to work with on the Sonic comics?

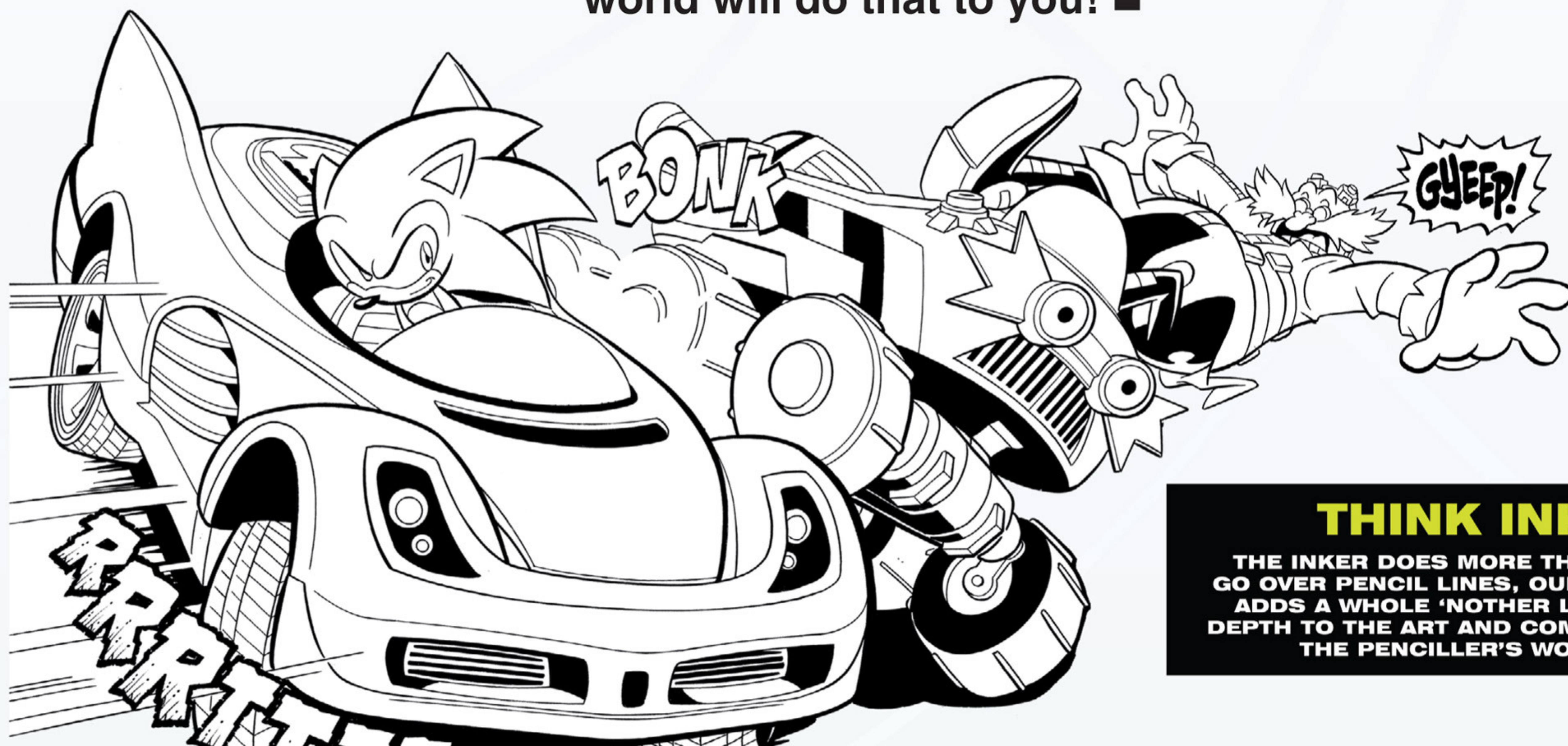
JA: I'll start with Tracey Yardley, who has become -- in my opinion -- the definitive Sonic penciler. James Fry, Steven Butler, Dave Manak, and Manny Galan were always fun to ink, and their artistic sensibilities matched mine in many ways.

SSSM: Before inking comics professionally you worked as a landscape painter -- what got you started in art and what brought you to comics from 'fine art'?

JA: The love of the comics medium and storytelling. I don't care what advances are made in CGI technology, no film can give the viewer the personal interaction with the story the way comic books can. The readers hear the voices of the characters and the sound effects as their imaginations allow them. Each panel is separated by white or colored gutters and the readers have to use their mental and emotional agility to fill the gap in time between those panels. Comics are an interactive art form and nothing measures up to the best of what it can do. There are no limitations to what readers and creators get out of a comic book story.

SSSM: Who is your favorite character from the Sonic comics -- and why?

JA: Sonic. He's a lot of fun. Even though he's not in too many Sonic Universe stories, I get a kick out of everything he does and I probably relate more to him than I do the other characters. Seventeen years of working on his stories and his world will do that to you! ■



THINK INK

THE INKER DOES MORE THAN JUST GO OVER PENCIL LINES, OUR MAN JIM ADDS A WHOLE 'NOTHER LAYER OF DEPTH TO THE ART AND COMPLIMENTS THE PENCILLER'S WORK!